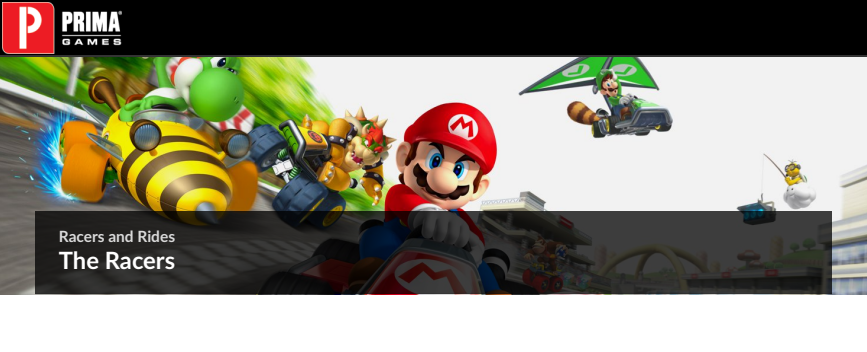


Racers and Rides

The Racers

Mario Kart 8 Deluxe has the largest cast in the history of the franchise. Racers from the length and breadth of the entire Mario universe in its starting roster and the diverse cast of unlockable racers earned by playing through the Grand Prix mode allow players an enormous variety of potential drivers for the equally diverse customizable kart and bike line-up.

Racers in *Mario Kart 8 Deluxe* are divided into five categories: Featherweight, Light, Medium, Heavy, and Cruiser. These weight classes are one of the key determining factors in kart and bike performance, influencing how you take and dish out contact with other racers, how well you drift, how powerful your **Mini-Turbos** are, and how well you recover from getting struck by items. As a general rule, lighter-weight racers tend to have great acceleration and cornering, but suffer from lower top speeds and a tendency to get pushed around with great ease by heavier racers. The heavier racers have the highest top speeds in the game, but have issues with cornering, and their acceleration is very poor. Of course, a heavy racer can easily shove aside any smaller and lighter opponent!

Your choice of racer definitely has an effect on how well you can race, but personal preferences figure in heavily for Grand Prix racing. However, when it comes to Time Trials, your choice of racers becomes narrower, as you attempt to optimize your chances at breaking speed records.

MARIO

WEIGHT CLASS: MEDIUM

Mario sets the example for all Medium-class racers. While the stats say he doesn't excel in any given category, it also means his weaknesses are not particularly harmful. Like all Medium-class racers, you can make up for his deficiencies quite easily with the right parts!

- **Weight: 6**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 6**
- **Speed (Sea): 6**
- **Speed (Flying): 6**
- **Speed (Antigravity): 6**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 4**

LUIGI

WEIGHT CLASS: MEDIUM

Luigi is just like his brother, a good middle-of-the-road racer that any player can learn to use effectively. His reputed cowardice doesn't seem to faze him on the track!

- **Weight: 6**
- **Acceleration: 2**
- **Grip: 5**
- **Mini-Turbo: 2**
- **Speed (Land): 6**
- **Speed (Sea): 6**
- **Speed (Flying): 6**
- **Speed (Antigravity): 6**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

PEACH

WEIGHT CLASS: LIGHT

Taking time out of her busy schedule of stomping Koopas and saving the Sprixie Kingdom, Peach roars back to the racetrack! She's a bit faster than many other lightweight racers, but it takes her a bit longer to get up to speed.

- **Weight: 4**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 3**
- **Speed (Land): 5**
- **Speed (Sea): 5**
- **Speed (Flying): 5**
- **Speed (Antigravity): 5**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

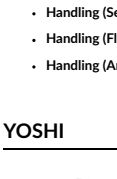
DAISY

WEIGHT CLASS: LIGHT

"HI, I'M DAISY!" The exuberant princess from another land is back on the track! She's a match for Peach and Yoshi in terms of stats, but there's probably no other racer on the track who's as happy to be on the starting grid as she is.

- **Weight: 4**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 3**
- **Speed (Land): 5**
- **Speed (Sea): 5**
- **Speed (Flying): 5**
- **Speed (Antigravity): 5**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

YOSHI

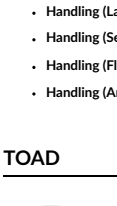


WEIGHT CLASS: LIGHT

Yoshi represents his island well in *Mario Kart 8 Deluxe*, as a member of the heavier group of lightweights. Fortunately for everyone else on the track, Yoshi doesn't bring his egg arsenal to the races!

- **Weight: 4**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 3**
- **Speed (Land): 5**
- **Speed (Sea): 5**
- **Speed (Flying): 5**
- **Speed (Antigravity): 5**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

TOAD

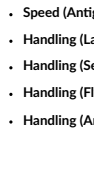


WEIGHT CLASS: LIGHT

Being a loyal retainer to Princess Peach isn't enough to stop Toad from being extremely competitive on the track. Small even for a lightweight, Toad can squeeze his way into and out of situations that would trip up larger racers!

- **Weight: 3**
- **Acceleration: 4**
- **Grip: 4**
- **Mini-Turbo: 3**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 7**
- **Handling (Sea): 7**
- **Handling (Flying): 7**
- **Handling (Antigravity): 7**

TOADETTE

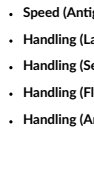


WEIGHT CLASS: LIGHT

Toadette's not about to let Toad win all the glory. Proud in pink, this spunky sister can race as hard as any other lightweight.

- **Weight: 2**
- **Acceleration: 5**
- **Grip: 4**
- **Mini-Turbo: 4**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 7**
- **Handling (Sea): 7**
- **Handling (Flying): 7**
- **Handling (Antigravity): 7**

KOOPA TROOPA

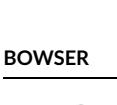


WEIGHT CLASS: LIGHT

The faithful and ever stompable frontline troopa represents his shelled brothers on the track—and if the Koopa's lucky, maybe Bowser won't be upset about it!

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 1**
- **Mini-Turbo: 4**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 8**
- **Handling (Sea): 8**
- **Handling (Flying): 8**
- **Handling (Antigravity): 8**

BOWSER



WEIGHT CLASS: CRUISER

Could the king of all Koopas be anything less than the heaviest racer on the course? Of course not. Cruisers like Bowser easily punch aside any lighter racers without breaking a sweat, though they also have to contend with having a tough time in the corners, along with some abysmal acceleration.

- **Weight: 10**
- **Acceleration: 0**
- **Grip: 6**
- **Mini-Turbo: 0**
- **Speed (Land): 10**
- **Speed (Sea): 10**
- **Speed (Flying): 10**
- **Speed (Antigravity): 10**
- **Handling (Land): 0**
- **Handling (Sea): 0**
- **Handling (Flying): 0**
- **Handling (Antigravity): 0**

DONKEY KONG

WEIGHT CLASS: HEAVY

The first member of the DK crew returns to the track after dealing with a pesky invasion of his home island by some cold-hearted northerners. Among the "light" Heavy racers, Donkey Kong isn't the absolute fastest, but he's not as slow to get up to speed, and is a little better in the corners.

- **Weight: 8**
- **Acceleration: 1**
- **Grip: 10**
- **Mini-Turbo: 0**
- **Speed (Land): 9**
- **Speed (Sea): 9**
- **Speed (Flying): 9**
- **Speed (Antigravity): 9**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 2**

WARIO

WEIGHT CLASS: CRUISER

Wario's desire for more gold and more treasure has brought him back to the track. One of the heaviest and fastest racers in the whole cast, expect to see many records set by players choosing Wario!

- **Weight: 10**
- **Acceleration: 0**
- **Grip: 5**
- **Mini-Turbo: 0**
- **Speed (Land): 10**
- **Speed (Sea): 10**
- **Speed (Flying): 10**
- **Speed (Antigravity): 10**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

WALUIGI

WEIGHT CLASS: HEAVY

Too bad, Waluigi time.

- **Weight: 8**
- **Acceleration: 1**
- **Grip: 10**
- **Mini-Turbo: 1**
- **Speed (Land): 9**
- **Speed (Sea): 9**
- **Speed (Flying): 9**
- **Speed (Antigravity): 9**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 2**

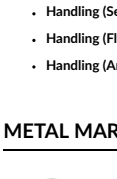
ROSALINA

WEIGHT CLASS: HEAVY

This cosmic guardian is definitely made of star stuff, and isn't afraid to cut loose on the track. Being a heavyweight, she can toss aside a surprising number of rival racers in pursuit of victory!

- **Weight: 7**
- **Acceleration: 1**
- **Grip: 9**
- **Mini-Turbo: 2**
- **Speed (Land): 7**
- **Speed (Sea): 7**
- **Speed (Flying): 7**
- **Speed (Antigravity): 7**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

METAL MARIO



WEIGHT CLASS: HEAVY

As heavy as Wario, but not quite as fast, Metal Mario does enjoy some better handling in exchange for losing that speed.

- **Weight: 10**
- **Acceleration: 1**
- **Grip: 8**
- **Mini-Turbo: 1**
- **Speed (Land): 8**
- **Speed (Sea): 8**
- **Speed (Flying): 8**
- **Speed (Antigravity): 8**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

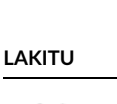
PINK GOLD PEACH

WEIGHT CLASS: HEAVY

Donning a metal look just like her beloved plumber, Pink Gold Peach outweighs most of the competition, and is plenty fast to boot!

- **Weight: 10**
- **Acceleration: 1**
- **Grip: 8**
- **Mini-Turbo: 1**
- **Speed (Land): 8**
- **Speed (Sea): 8**
- **Speed (Flying): 8**
- **Speed (Antigravity): 8**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

LAKITU



WEIGHT CLASS: LIGHT

Watch enough races, and you'll eventually want to be in one. Lakitu joins the fray, and as you might expect he shows excellent ability in the air.

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 1**
- **Mini-Turbo: 4**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 8**
- **Handling (Sea): 8**
- **Handling (Flying): 8**
- **Handling (Antigravity): 8**

SHY GUY

WEIGHT CLASS: LIGHT

Years have gone by, and still nobody knows what the Shy Guy looks like behind the mask. This tame, though somewhat shy, racing driver isn't as willing to hide his skills on the track!

- **Weight: 3**
- **Acceleration: 4**
- **Grip: 3**
- **Mini-Turbo: 3**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 7**
- **Handling (Sea): 7**
- **Handling (Flying): 7**
- **Handling (Antigravity): 7**

BABY MARIO

WEIGHT CLASS: FEATHERWEIGHT

Ask not why Baby Mario is on the track at the same time as Mario—ask yourself if you can beat his super-high acceleration out of every turn. Featherweights like Baby Mario have a serious disadvantage getting caught in the middle of a pack, as they can be easy to push around.

- **Weight: 1**
- **Acceleration: 5**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 8**
- **Handling (Sea): 8**
- **Handling (Flying): 8**
- **Handling (Antigravity): 8**

BABY LUIGI

WEIGHT CLASS: FEATHERWEIGHT

Baby Luigi shows no fear on the track, which makes one wonder why he becomes so easily frightened later in life...

- **Weight: 1**
- **Acceleration: 5**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 8**
- **Handling (Sea): 8**
- **Handling (Flying): 8**
- **Handling (Antigravity): 8**

BABY PEACH

WEIGHT CLASS: FEATHERWEIGHT

The regal royal infant, Baby Peach showed interest in kart racing well before Bowser-led kidnappings became a part of her daily routine.

- **Weight: 0**
- **Acceleration: 4**
- **Grip: 3**
- **Mini-Turbo: 5**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 0**
- **Handling (Land): 10**
- **Handling (Sea): 10**
- **Handling (Flying): 10**
- **Handling (Antigravity): 10**

BABY DAISY

WEIGHT CLASS: FEATHERWEIGHT

The happiest baby on the course, Baby Daisy is still a tough customer despite her size disadvantages. She is also a fairly loud customer. Some things you just see coming in someone's early years.

- **Weight: 0**
- **Acceleration: 4**
- **Grip: 4**
- **Mini-Turbo: 5**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 0**
- **Handling (Land): 10**
- **Handling (Sea): 10**
- **Handling (Flying): 10**
- **Handling (Antigravity): 10**

BABY ROSALINA

WEIGHT CLASS: FEATHERWEIGHT

Protectors of the stars gotta start small...

- **Weight: 0**
- **Acceleration: 5**
- **Grip: 4**
- **Mini-Turbo: 5**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 0**
- **Handling (Land): 9**
- **Handling (Sea): 9**
- **Handling (Flying): 9**
- **Handling (Antigravity): 9**

LARRY

WEIGHT CLASS: LIGHT

Lightweight Larry is right at home on the *Mario Kart 8 Deluxe* circuit. Of all the Koopalings, Larry is quite the cheatsy devil, and an experienced schemer.

- **Weight: 3**
- **Acceleration: 4**
- **Grip: 3**
- **Mini-Turbo: 3**
- **Speed (Land): 3**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 3**
- **Handling (Land): 7**
- **Handling (Sea): 7**
- **Handling (Flying): 7**
- **Handling (Antigravity): 7**

LEMMY

WEIGHT CLASS: FEATHERWEIGHT

The smallest and lightest Koopaling is also the craziest! Lemmy's quick off the starting line, but is susceptible to getting shoved around by almost everyone else.

- **Weight: 0**
- **Acceleration: 5**
- **Grip: 4**
- **Mini-Turbo: 5**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 0**
- **Handling (Land): 9**
- **Handling (Sea): 9**
- **Handling (Flying): 9**
- **Handling (Antigravity): 9**

WENDY

WEIGHT CLASS: LIGHT

Wendy doesn't have her magic rings to help her on the course, but she doesn't need them to be a dominating lightweight racer!

- **Weight: 2**
- **Acceleration: 5**
- **Grip: 4**
- **Mini-Turbo: 4**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 7**
- **Handling (Sea): 7**
- **Handling (Flying): 7**
- **Handling (Antigravity): 7**

LUDWIG

WEIGHT CLASS: MEDIUM

Ludwig has followed his fellow Koopalings to the races, intending to compose his own victory anthem should he win... which as far as he's concerned is the obvious outcome.

- **Weight: 6**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 6**
- **Speed (Sea): 6**
- **Speed (Flying): 6**
- **Speed (Antigravity): 6**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 4**

IGGY

WEIGHT CLASS: MEDIUM

The crazed mechanical Koopaling genius returns with his brothers and sister! Iggy's solidly in the Medium weight class, and is a good match for Mario and Luigi.

- **Weight: 6**
- **Acceleration: 2**
- **Grip: 5**
- **Mini-Turbo: 2**
- **Speed (Land): 6**
- **Speed (Sea): 6**
- **Speed (Flying): 6**
- **Speed (Antigravity): 6**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

ROY

WEIGHT CLASS: HEAVY

Roy's always been the brawler of the Koopalings, and he's not changed a bit in *Mario Kart 8 Deluxe*. Unafraid to wear pink and mix it up with other racers, Roy's more than capable of fighting his way to the lead.

- **Weight: 8**
- **Acceleration: 1**
- **Grip: 10**
- **Mini-Turbo: 1**
- **Speed (Land): 9**
- **Speed (Sea): 9**
- **Speed (Flying): 9**
- **Speed (Antigravity): 9**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 2**
- **Handling (Antigravity): 2**

MORTON

WEIGHT CLASS: CRUISER

Morton's the biggest of all the Koopalings, and he's not afraid to throw that weight around. One of the Cruisers in the game, Morton's got serious Time Trial potential for those willing to practice wrangling him around the track.

- **Weight: 10**
- **Acceleration: 0**
- **Grip: 6**
- **Mini-Turbo: 0**
- **Speed (Land): 10**
- **Speed (Sea): 10**
- **Speed (Flying): 10**
- **Speed (Antigravity): 10**
- **Handling (Land): 0**
- **Handling (Sea): 0**
- **Handling (Flying): 0**
- **Handling (Antigravity): 0**

MII

WEIGHT CLASS: VARIABLE (MEDIUM STATS LISTED)

Mii can fall within the Medium, Cruiser, or Featherweight classes, depending on which Mii you select. Each Mii alters it stats depending on its size. This means that a Mii can either be as light as one of the babies, or as heavy as a Bowser.

- **Weight: 6**
- **Acceleration: 2**
- **Grip: 6**
- **Mini-Turbo: 2**
- **Speed (Land): 6**
- **Speed (Sea): 6**
- **Speed (Flying): 6**
- **Speed (Antigravity): 6**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 4**

VILLAGER (BOY)

WEIGHT CLASS: MEDIUM

After years of cutting trees, the boy Villager is now looking to cut race times. Just take care not to reset the game in a fury, lest "You know who" decides to come and give you a talking to.

- **Weight: 5**
- **Acceleration: 3**
- **Grip: 7**
- **Mini-Turbo: 3**
- **Speed (Land): 5**
- **Speed (Sea): 5**
- **Speed (Flying): 5**
- **Speed (Antigravity): 5**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

VILLAGER (GIRL)

WEIGHT CLASS: LIGHT

From dragging furniture to drifting corners, the girl Villager has her game face on and is ready to take first place. She's over catching bugs and digging for fossils. Now it's all eyes on the finish line.

- **Weight: 3**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 4**
- **Speed (Flying): 4**
- **Speed (Antigravity): 4**
- **Handling (Land): 6**
- **Handling (Sea): 6**
- **Handling (Flying): 6**
- **Handling (Antigravity): 6**

ISABELLE

WEIGHT CLASS: LIGHT

What does the hardest-working mayor's assistant do when she takes a vacation? She leaves everyone in the dust, of course!

- **Weight: 2**
- **Acceleration: 5**
- **Grip: 4**
- **Mini-Turbo: 4**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 7**
- **Handling (Sea): 7**
- **Handling (Flying): 7**
- **Handling (Antigravity): 7**

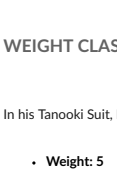
DRY BOWSER

WEIGHT CLASS: CRUISER

Bowser has been dropped into lava so many times that he's finally given up on the princess-nabbing business for a career in racing.

- **Weight: 9**
- **Acceleration: 0**
- **Grip: 1**
- **Mini-Turbo: 0**
- **Speed (Land): 10**
- **Speed (Sea): 10**
- **Speed (Flying): 10**
- **Speed (Antigravity): 10**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

TANOOKI MARIO

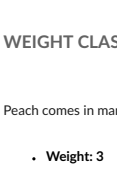


WEIGHT CLASS: MEDIUM

In his Tanooki Suit, Mario's looking to go from turning into statues to turning into a blur.

- **Weight: 5**
- **Acceleration: 3**
- **Grip: 7**
- **Mini-Turbo: 3**
- **Speed (Land): 5**
- **Speed (Sea): 5**
- **Speed (Flying): 5**
- **Speed (Antigravity): 5**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

CAT PEACH

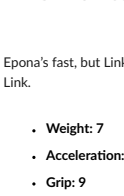


WEIGHT CLASS: LIGHT

Peach comes in many flavors, but there might not be one quite as adorable as Cat Peach. Meeeooooowww.

- **Weight: 3**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 4**
- **Speed (Flying): 4**
- **Speed (Antigravity): 4**
- **Handling (Land): 6**
- **Handling (Sea): 6**
- **Handling (Flying): 6**
- **Handling (Antigravity): 6**

LINK

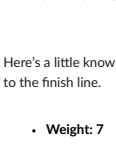


WEIGHT CLASS: HEAVY

Epona's fast, but Link got an itch for speed that his equine friend just couldn't produce. And so begins the Racing Legend of Link.

- **Weight: 7**
- **Acceleration: 1**
- **Grip: 9**
- **Mini-Turbo: 2**
- **Speed (Land): 7**
- **Speed (Sea): 7**
- **Speed (Flying): 7**
- **Speed (Antigravity): 7**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

KING BOO

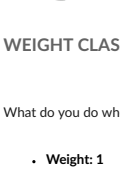


WEIGHT CLASS: HEAVY

Here's a little known fact: King Boo was once disqualified from a race for merely fazing through the course and heading directly to the finish line.

- **Weight: 7**
- **Acceleration: 1**
- **Grip: 9**
- **Mini-Turbo: 2**
- **Speed (Land): 7**
- **Speed (Sea): 7**
- **Speed (Flying): 7**
- **Speed (Antigravity): 7**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

DRY BONES

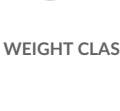


WEIGHT CLASS: LIGHT

What do you do when you're left to roam the world as an immortal skeleton creature? Why, you race of course!

- **Weight: 1**
- **Acceleration: 5**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 8**
- **Handling (Sea): 8**
- **Handling (Flying): 8**
- **Handling (Antigravity): 8**

BOWSER JR.

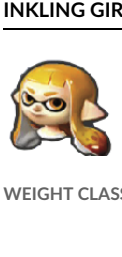


WEIGHT CLASS: LIGHT

Ever determined to mimic his father, Bowser Jr. has had aspirations of being a racer just like the Koopa King himself. Now that he's old enough, he's ready to leave opponents in the dust.

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 1**
- **Mini-Turbo: 4**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 8**
- **Handling (Sea): 8**
- **Handling (Flying): 8**
- **Handling (Antigravity): 8**

INKLING GIRL



WEIGHT CLASS: LIGHT

Ever sporty, Inkling Girl is looking for her next extreme challenge. Instead of leaving paint, she's coating the course in drift lines, which is all fine by her standards.

- **Weight: 3**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 4**
- **Speed (Flying): 4**
- **Speed (Antigravity): 4**
- **Handling (Land): 6**
- **Handling (Sea): 6**
- **Handling (Flying): 6**
- **Handling (Antigravity): 6**

INKLING BOY

WEIGHT CLASS: MEDIUM

One day while painting his foes with a paint roller, Inkling Boy thought aloud, "There's something to this rolling thing..." Shortly after, he hopped on a kart and the rest is history.

- **Weight: 5**
- **Acceleration: 3**
- **Grip: 7**
- **Mini-Turbo: 3**
- **Speed (Land): 5**
- **Speed (Sea): 5**
- **Speed (Flying): 5**
- **Speed (Antigravity): 5**
- **Handling (Land): 5**
- **Handling (Sea): 5**
- **Handling (Flying): 5**
- **Handling (Antigravity): 5**

GOLD MARIO

WEIGHT CLASS: HEAVY

Solid gold.

- **Weight: 10**
- **Acceleration: 1**
- **Grip: 8**
- **Mini-Turbo: 1**
- **Speed (Land): 8**
- **Speed (Sea): 8**
- **Speed (Flying): 8**
- **Speed (Antigravity): 8**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

Vehicle Customization

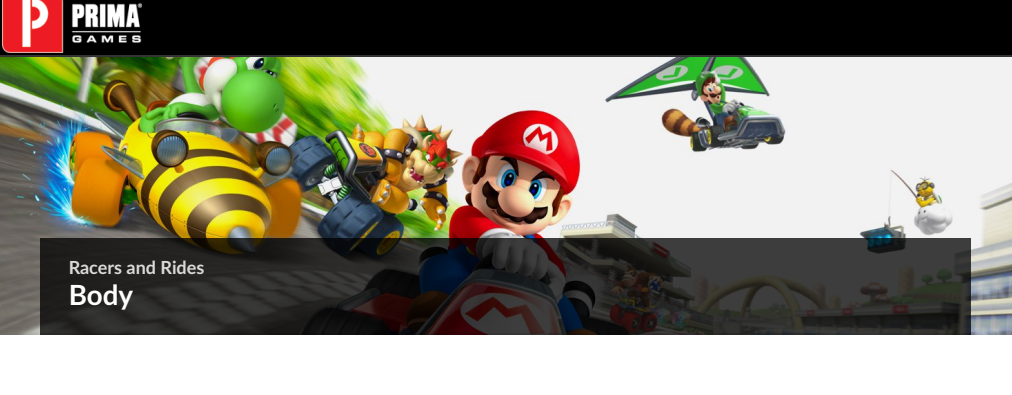
After selecting your driver, you are taken to a screen where you are allowed to construct a kart or bike out of the parts available to you. While your early selection of parts limits you at first, you can unlock a wide array of karts, bikes, tires, and gliders that suit your needs!

UNLOCKING PARTS

As you take on the various Grand Prix Cups, and race online against live opponents, you will unlock a number of parts to help tune up your machine. Parts are unlocked with every 30 Coins you collect.

There are three specific parts that do not get unlocked in this fashion:

- **Gold Standard Kart: This body part requires that you score at least one star on every Grand Prix.**
- **At the bare minimum, you must score 54 points by the end of the final race in a Grand Prix!**
- **Gold Tires: These shiny tires can be unlocked if you are able to beat the Staff Ghost on every course in Time Trial mode.**
- **Gold Glider: To get yourself some wings of gold, you have to collect 10,000 Coins! Note that this counts Coins picked up from the track, and the Coins earned from Item Boxes. This can be made to go faster by playing lots of local multiplayer races with friends.**



Racers and Rides

Body

Body parts determine the sort of handling you're going to get out of your ride, moreso than any other part.

Depending on your chosen body part, your ride will be a kart, an ATV, or a bike. Karts tend to be heavier, which makes them good for mixing it up in the pack. They're also larger targets for item attacks. By contrast, bikes are generally lighter, which makes them easier to push around, though that can be offset with a heavier weight class of driver, or the right kind of tires. ATVs are a hybrid of karts and bikes in terms of stats and performance.

WHAT'S THE DIFFERENCE BETWEEN KARTS, BIKES, AND ATVS?

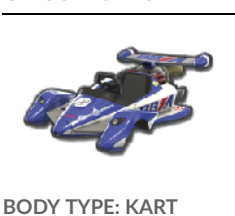
The real difference is in the style of drifts. Karts and ATVs drift similarly. When drifting, a kart and an ATV tend to slide away from a turn to widen their arc. Drifting in these body types is also very controllable, letting players adjust themselves mid-drift.

Where things get interesting is with bikes. There are actually two sub-categories of bike: standard and sport. Standard bikes drift similarly to every other body type. Sport bikes more or less commit to the turn during a drift, sharply cutting in the direction of the turn. This makes the sport bikes very difficult to adjust mid-turn, and makes inexperience in this body type very costly when you start drifting into rough terrain or hazards you'd normally be able to skirt around by adjusting your drift with other body types. Sport bikes do tend to be very fast, which can offset the challenges of drifting with one.

STARTER BODIES

These bodies are available when you begin the game.

CIRCUIT SPECIAL



BODY TYPE: KART

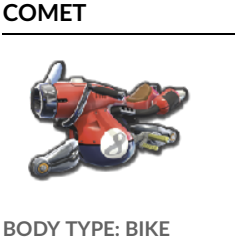
- Weight: 3
- Acceleration: 1
- Grip: 3
- Mini-Turbo: 1
- Speed (Land): 5
- Speed (Sea): 1
- Speed (Flying): 2
- Speed (Antigravity): 4
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 0
- Handling (Antigravity): 2

CITY TRIPPER

BODY TYPE: BIKE

- Weight: 1
- Acceleration: 6
- Grip: 3
- Mini-Turbo: 6
- Speed (Land): 1
- Speed (Sea): 3
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 5
- Handling (Sea): 4
- Handling (Flying): 2
- Handling (Antigravity): 4

COMET



BODY TYPE: BIKE

- Weight: 2
- Acceleration: 5
- Grip: 4
- Mini-Turbo: 5
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 4
- Speed (Antigravity): 5
- Handling (Land): 2
- Handling (Sea): 2
- Handling (Flying): 2
- Handling (Antigravity): 4

SNEEKER

BODY TYPE: KART

- Weight: 2
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 4
- Speed (Sea): 2
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 2
- Handling (Flying): 2
- Handling (Antigravity): 3

SPLAT BUGGY

BODY TYPE: ATV

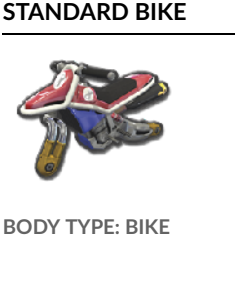
- Weight: 0
- Acceleration: 3
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 4
- Speed (Sea): 2
- Speed (Flying): 3
- Speed (Antigravity): 4
- Handling (Land): 2
- Handling (Sea): 3
- Handling (Flying): 1
- Handling (Antigravity): 5

STANDARD ATV

BODY TYPE: ATV

- Weight: 4
- Acceleration: 0
- Grip: 2
- Mini-Turbo: 0
- Speed (Land): 5
- Speed (Sea): 2
- Speed (Flying): 1
- Speed (Antigravity): 3
- Handling (Land): 0
- Handling (Sea): 1
- Handling (Flying): 0
- Handling (Antigravity): 1

STANDARD BIKE



BODY TYPE: BIKE

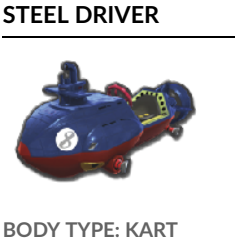
- Weight: 1
- Acceleration: 5
- Grip: 3
- Mini-Turbo: 5
- Speed (Land): 5
- Speed (Sea): 2
- Speed (Flying): 4
- Speed (Antigravity): 2
- Handling (Land): 4
- Handling (Sea): 3
- Handling (Flying): 3
- Handling (Antigravity): 4

STANDARD KART

BODY TYPE: KART

- Weight: 2
- Acceleration: 4
- Grip: 3
- Mini-Turbo: 4
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 2
- Handling (Flying): 3
- Handling (Antigravity): 3

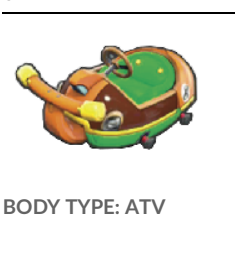
STEEL DRIVER



BODY TYPE: KART

- Weight: 4
- Acceleration: 1
- Grip: 1
- Mini-Turbo: 2
- Speed (Land): 4
- Speed (Sea): 5
- Speed (Flying): 0
- Speed (Antigravity): 2
- Handling (Land): 1
- Handling (Sea): 5
- Handling (Flying): 1
- Handling (Antigravity): 1

STREETLE



BODY TYPE: ATV

- Weight: 0
- Acceleration: 6
- Grip: 0
- Mini-Turbo: 6
- Speed (Land): 1
- Speed (Sea): 4
- Speed (Flying): 2
- Speed (Antigravity): 0
- Handling (Land): 4
- Handling (Sea): 5
- Handling (Flying): 3
- Handling (Antigravity): 2

UNLOCKABLE BODIES

These bodies are unlocked at random, save for the Gold Standard Kart.

300 SL ROADSTER

BODY TYPE: KART

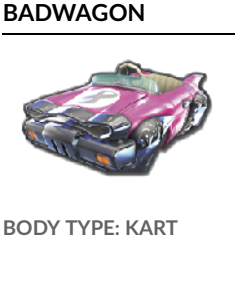
- Weight: 2
- Acceleration: 4
- Grip: 3
- Mini-Turbo: 4
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 2
- Handling (Flying): 3
- Handling (Antigravity): 3

B DASHER

BODY TYPE: KART

- Weight: 3
- Acceleration: 1
- Grip: 3
- Mini-Turbo: 1
- Speed (Land): 5
- Speed (Sea): 1
- Speed (Flying): 2
- Speed (Antigravity): 4
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 0
- Handling (Antigravity): 2

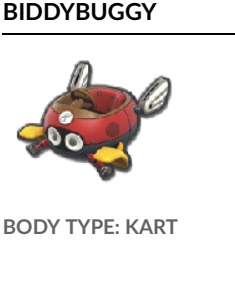
BADWAGON



BODY TYPE: KART

- Weight: 4
- Acceleration: 0
- Grip: 2
- Mini-Turbo: 0
- Speed (Land): 5
- Speed (Sea): 2
- Speed (Flying): 1
- Speed (Antigravity): 3
- Handling (Land): 0
- Handling (Sea): 1
- Handling (Flying): 0
- Handling (Antigravity): 1

BIDDYBUGGY



BODY TYPE: KART

- Weight: 0
- Acceleration: 7
- Grip: 1
- Mini-Turbo: 7
- Speed (Land): 0
- Speed (Sea): 1
- Speed (Flying): 1
- Speed (Antigravity): 2
- Handling (Land): 5
- Handling (Sea): 4
- Handling (Flying): 4
- Handling (Antigravity): 5

BLUE FALCON

BODY TYPE: KART

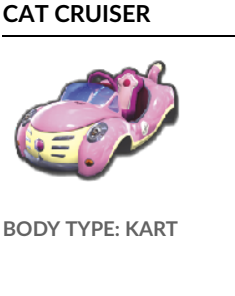
- Weight: 0
- Acceleration: 3
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 4
- Speed (Sea): 2
- Speed (Flying): 3
- Speed (Antigravity): 4
- Handling (Land): 2
- Handling (Sea): 3
- Handling (Flying): 1
- Handling (Antigravity): 5

BONE RATTLER

BODY TYPE: BIKE

- Weight: 4
- Acceleration: 1
- Grip: 1
- Mini-Turbo: 2
- Speed (Land): 4
- Speed (Sea): 5
- Speed (Flying): 0
- Speed (Antigravity): 2
- Handling (Land): 1
- Handling (Sea): 5
- Handling (Flying): 1
- Handling (Antigravity): 1

CAT CRUISER



BODY TYPE: KART

- Weight: 2
- Acceleration: 5
- Grip: 4
- Mini-Turbo: 5
- Speed (Land): 2
- Speed (Sea): 2
- Speed (Flying): 4
- Speed (Antigravity): 3
- Handling (Land): 4
- Handling (Sea): 2
- Handling (Flying): 4
- Handling (Antigravity): 3

FLAME RIDER

BODY TYPE: BIKE

- Weight: 1
- Acceleration: 5
- Grip: 3
- Mini-Turbo: 5
- Speed (Land): 2
- Speed (Sea): 2
- Speed (Flying): 3
- Speed (Antigravity): 4
- Handling (Land): 4
- Handling (Sea): 3
- Handling (Flying): 3
- Handling (Antigravity): 4

GLA

BODY TYPE: KART

- Weight: 4
- Acceleration: 0
- Grip: 2
- Mini-Turbo: 0
- Speed (Land): 5
- Speed (Sea): 2
- Speed (Flying): 1
- Speed (Antigravity): 3
- Handling (Land): 0
- Handling (Sea): 1
- Handling (Flying): 0
- Handling (Antigravity): 1

GOLD STANDARD

BODY TYPE: KART

- Weight: 2
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 4
- Speed (Antigravity): 5
- Handling (Land): 2
- Handling (Sea): 2
- Handling (Flying): 2
- Handling (Antigravity): 4

INKSTRIKER

BODY TYPE: ATV

- Weight: 3
- Acceleration: 3
- Grip: 2
- Mini-Turbo: 4
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 4
- Speed (Antigravity): 5
- Handling (Land): 2
- Handling (Sea): 2
- Handling (Flying): 2
- Handling (Antigravity): 4

JET BIKE

BODY TYPE: BIKE

- Weight: 1
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 4
- Speed (Sea): 3
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 3
- Handling (Flying): 3
- Handling (Antigravity): 2

KOOPA CLOWN

BODY TYPE: ATV

- Weight: 3
- Acceleration: 2
- Grip: 4
- Mini-Turbo: 3
- Speed (Land): 2
- Speed (Sea): 4
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 4
- Handling (Sea): 4
- Handling (Flying): 3
- Handling (Antigravity): 3

LANDSHIP

BODY TYPE: KART

- Weight: 0
- Acceleration: 6
- Grip: 0
- Mini-Turbo: 6
- Speed (Land): 1
- Speed (Sea): 5
- Speed (Flying): 2
- Speed (Antigravity): 0
- Handling (Land): 4
- Handling (Sea): 5
- Handling (Flying): 3
- Handling (Antigravity): 2

MACH 8

BODY TYPE: KART

- Weight: 3
- Acceleration: 3
- Grip: 2
- Mini-Turbo: 4
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 4
- Speed (Antigravity): 5
- Handling (Land): 2
- Handling (Sea): 2
- Handling (Flying): 2
- Handling (Antigravity): 4

MASTER CYCLE

BODY TYPE: BIKE

- Weight: 2
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 4
- Speed (Sea): 2
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 2
- Handling (Flying): 2
- Handling (Antigravity): 3

MR. SCOOTY

BODY TYPE: BIKE

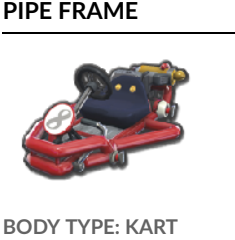
- Weight: 0
- Acceleration: 7
- Grip: 1
- Mini-Turbo: 7
- Speed (Land): 0
- Speed (Sea): 1
- Speed (Flying): 1
- Speed (Antigravity): 2
- Handling (Land): 5
- Handling (Sea): 4
- Handling (Flying): 4
- Handling (Antigravity): 5

P-WING

BODY TYPE: KART

- Weight: 3
- Acceleration: 1
- Grip: 3
- Mini-Turbo: 1
- Speed (Land): 5
- Speed (Sea): 1
- Speed (Flying): 2
- Speed (Antigravity): 4
- Handling (Land): 1
- Handling (Sea): 1
- Handling (Flying): 0
- Handling (Antigravity): 2

PIPE FRAME



BODY TYPE: KART

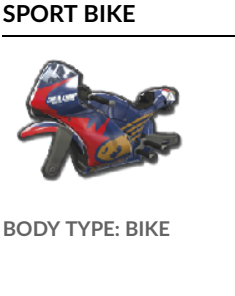
- Weight: 1
- Acceleration: 6
- Grip: 3
- Mini-Turbo: 6
- Speed (Land): 1
- Speed (Sea): 3
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 5
- Handling (Sea): 4
- Handling (Flying): 2
- Handling (Antigravity): 4

PRANCER

BODY TYPE: KART

- Weight: 1
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 4
- Speed (Sea): 3
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 3
- Handling (Flying): 3
- Handling (Antigravity): 2

SPORT BIKE



BODY TYPE: BIKE

- Weight: 1
- Acceleration: 2
- Grip: 1
- Mini-Turbo: 3
- Speed (Land): 4
- Speed (Sea): 3
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 3
- Handling (Flying): 3
- Handling (Antigravity): 2

SPORTS COUPE

BODY TYPE: KART

- Weight: 3
- Acceleration: 2
- Grip: 2
- Mini-Turbo: 4
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 4
- Speed (Antigravity): 5
- Handling (Land): 2
- Handling (Sea): 2
- Handling (Flying): 2
- Handling (Antigravity): 4

TANOOKI KART

BODY TYPE: KART

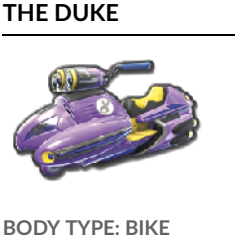
- Weight: 3
- Acceleration: 2
- Grip: 4
- Mini-Turbo: 3
- Speed (Land): 2
- Speed (Sea): 4
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 4
- Handling (Sea): 4
- Handling (Flying): 3
- Handling (Antigravity): 3

TEDDY BUGGY

BODY TYPE: ATV

- Weight: 2
- Acceleration: 5
- Grip: 4
- Mini-Turbo: 5
- Speed (Land): 2
- Speed (Sea): 2
- Speed (Flying): 4
- Speed (Antigravity): 3
- Handling (Land): 4
- Handling (Sea): 3
- Handling (Flying): 4
- Handling (Antigravity): 3

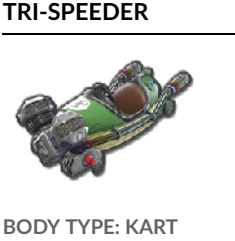
THE DUKE



BODY TYPE: BIKE

- Weight: 2
- Acceleration: 4
- Grip: 3
- Mini-Turbo: 4
- Speed (Land): 3
- Speed (Sea): 3
- Speed (Flying): 3
- Speed (Antigravity): 3
- Handling (Land): 3
- Handling (Sea): 3
- Handling (Flying): 2
- Handling (Antigravity): 3

TRI-SPEEDER



BODY TYPE: KART

- Weight: 4
- Acceleration: 1
- Grip: 1
- Mini-Turbo: 2
- Speed (Land): 4
- Speed (Sea): 5
- Speed (Flying): 0
- Speed (Antigravity): 2
- Handling (Land): 1
- Handling (Sea): 5
- Handling (Flying): 1
- Handling (Antigravity): 1

VARMINT

BODY TYPE: BIKE

- Weight: 1
- Acceleration: 6
- Grip: 3
- Mini-Turbo: 6
- Speed (Land): 1
- Speed (Sea): 3
- Speed (Flying): 1
- Speed (Antigravity): 1
- Handling (Land): 5
- Handling (Sea): 4
- Handling (Flying): 2
- Handling (Antigravity): 4

W 25 SILVER ARROW

BODY TYPE: KART

- Weight: 1
- Acceleration: 5
- Grip: 3
- Mini-Turbo: 5
- Speed (Land): 2
- Speed (Sea): 2
- Speed (Flying): 3
- Speed (Antigravity): 4
- Handling (Land): 4
- Handling (Sea): 3
- Handling (Flying): 3
- Handling (Antigravity): 4

WILD WIGGLER

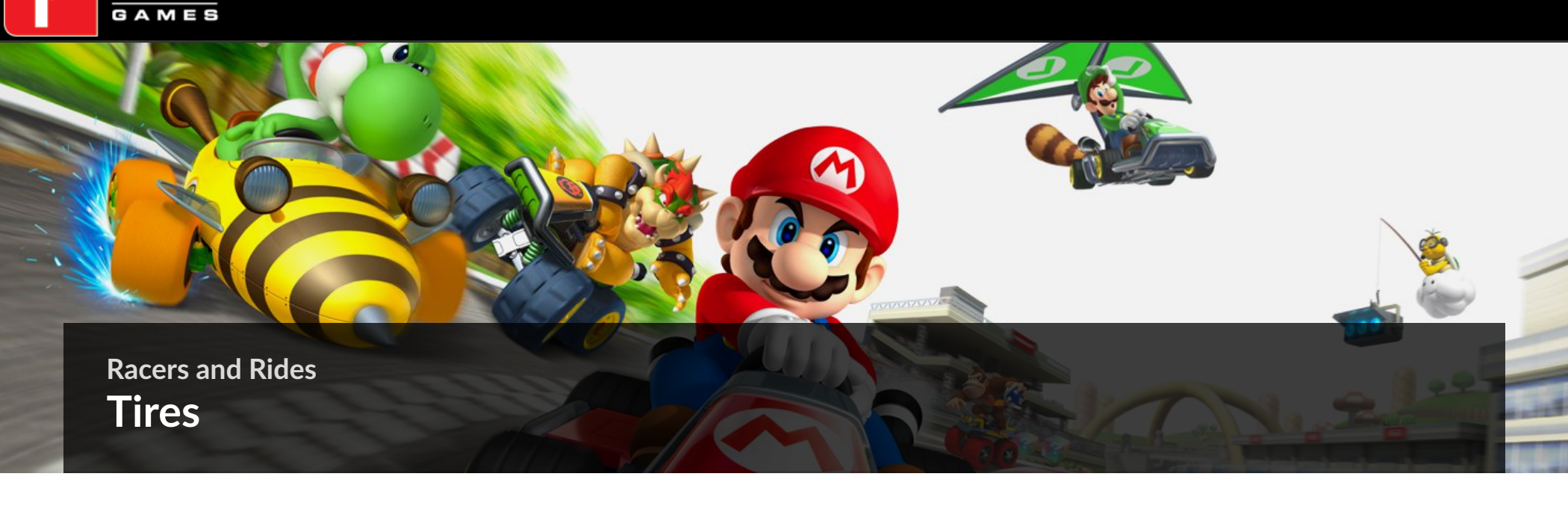
BODY TYPE: ATV

- Weight: 1
- Acceleration: 5
- Grip: 3
- Mini-Turbo: 5
- Speed (Land): 2
- Speed (Sea): 2
- Speed (Flying): 3
- Speed (Antigravity): 4
- Handling (Land): 4
- Handling (Sea): 3
- Handling (Flying): 3
- Handling (Antigravity): 4

YOSHI BIKE

BODY TYPE: BIKE

- Weight: 2
- Acceleration: 5
- Grip: 4
- Mini-Turbo: 5
- Speed (Land): 2
- Speed (Sea): 2
- Speed (Flying): 4
- Speed (Antigravity): 3
- Handling (Land): 4
- Handling (Sea): 2
- Handling (Flying): 4
- Handling (Antigravity): 3



Racers and Rides

Tires

Tires can heavily influence your basic stats, focusing as you might expect on stats that determine how well your ride handles the road.

STARTER TIRES

These tires are available when you begin the game.

MONSTER

- **Weight: 4**
- **Acceleration: 2**
- **Grip: 3**
- **Mini-Turbo: 2**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 0**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 0**

OFF-ROAD

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 3**
- **Speed (Sea): 4**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 2**

ROLLER

- **Weight: 0**
- **Acceleration: 6**
- **Grip: 0**
- **Mini-Turbo: 6**
- **Speed (Land): 0**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 0**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 4**

SLIM

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 3**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**

SPONGE

- **Weight: 1**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 4**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 1**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

STANDARD

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 2**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

UNLOCKABLE TIRES

These tires are unlocked at random, save for the Gold Tires.

AZURE ROLLER

- **Weight: 0**
- **Acceleration: 6**
- **Grip: 0**
- **Mini-Turbo: 6**
- **Speed (Land): 0**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 0**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 4**

BLUE STANDARD

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 2**
- **Speed (Sea): 3**
- **Speed (Flying): 3**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 3**
- **Handling (Antigravity): 3**

BUTTON

- **Weight: 0**
- **Acceleration: 5**
- **Grip: 1**
- **Mini-Turbo: 5**
- **Speed (Land): 1**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

CRIMSON SLIM

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 3**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**

CUSHION

- **Weight: 1**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 4**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 4**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 1**
- **Handling (Flying): 3**
- **Handling (Antigravity): 2**

CYBER SLICK

- **Weight: 3**
- **Acceleration: 1**
- **Grip: 4**
- **Mini-Turbo: 0**
- **Speed (Land): 4**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 4**
- **Handling (Land): 2**
- **Handling (Sea): 0**
- **Handling (Flying): 1**
- **Handling (Antigravity): 2**

GLA TIRES

- **Weight: 2**
- **Acceleration: 4**
- **Grip: 2**
- **Mini-Turbo: 3**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

GOLD TIRES

- **Weight: 4**
- **Acceleration: 0**
- **Grip: 1**
- **Mini-Turbo: 0**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

HOT MONSTER

- **Weight: 4**
- **Acceleration: 2**
- **Grip: 3**
- **Mini-Turbo: 2**
- **Speed (Land): 2**
- **Speed (Sea): 2**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 2**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 0**

LEAF TIRES

- **Weight: 0**
- **Acceleration: 5**
- **Grip: 1**
- **Mini-Turbo: 5**
- **Speed (Land): 1**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 2**
- **Handling (Land): 3**
- **Handling (Sea): 3**
- **Handling (Flying): 2**
- **Handling (Antigravity): 4**

METAL

- **Weight: 4**
- **Acceleration: 0**
- **Grip: 1**
- **Mini-Turbo: 0**
- **Speed (Land): 4**
- **Speed (Sea): 3**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 2**
- **Handling (Sea): 2**
- **Handling (Flying): 0**
- **Handling (Antigravity): 1**

RETRO OFF-ROAD

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 3**
- **Speed (Sea): 4**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 2**

SLICK

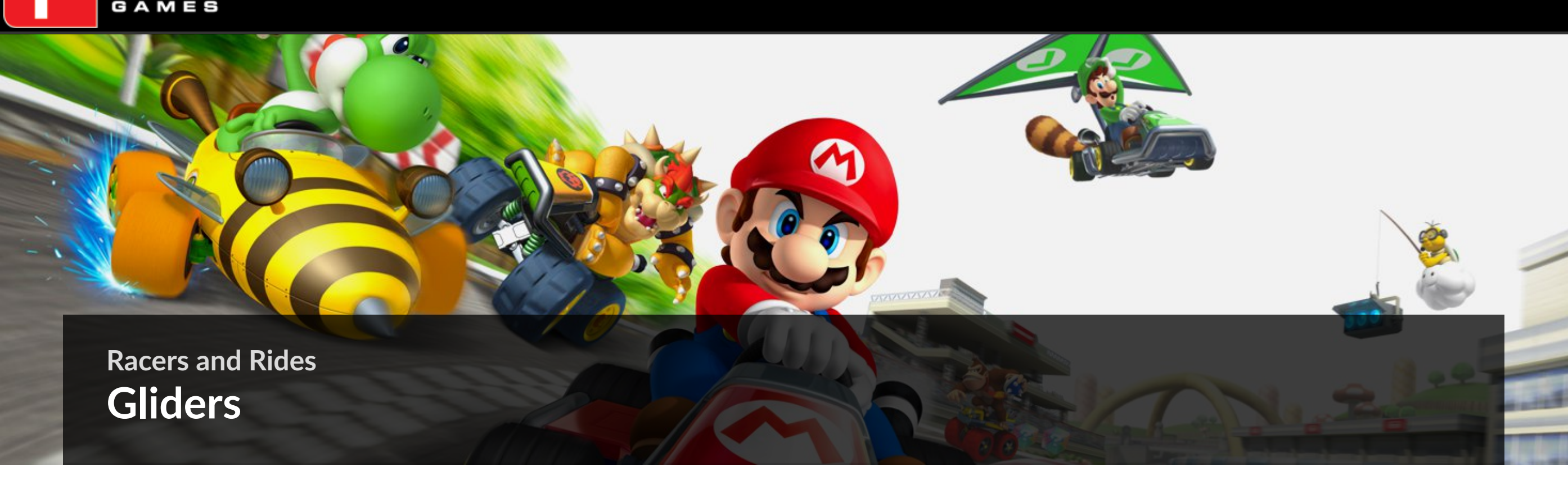
- **Weight: 3**
- **Acceleration: 1**
- **Grip: 4**
- **Mini-Turbo: 0**
- **Speed (Land): 4**
- **Speed (Sea): 0**
- **Speed (Flying): 0**
- **Speed (Antigravity): 4**
- **Handling (Land): 2**
- **Handling (Sea): 0**
- **Handling (Flying): 1**
- **Handling (Antigravity): 2**

TRIFORCE TIRES

- **Weight: 3**
- **Acceleration: 3**
- **Grip: 3**
- **Mini-Turbo: 1**
- **Speed (Land): 3**
- **Speed (Sea): 4**
- **Speed (Flying): 1**
- **Speed (Antigravity): 2**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 2**

WOOD

- **Weight: 2**
- **Acceleration: 2**
- **Grip: 4**
- **Mini-Turbo: 2**
- **Speed (Land): 3**
- **Speed (Sea): 2**
- **Speed (Flying): 2**
- **Speed (Antigravity): 4**
- **Handling (Land): 4**
- **Handling (Sea): 4**
- **Handling (Flying): 4**
- **Handling (Antigravity): 3**



Racers and Rides

Gliders

Gliders change your speed and handling while in the air, though some also provide benefits to your acceleration and top speed while driving on the ground.

STARTER GLIDERS

These gliders are available when you begin the game.

PARACHUTE

- **Weight: 0**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 0**
- **Handling (Flying): 2**
- **Handling (Antigravity): 1**

PARAFOIL

- **Weight: 1**
- **Acceleration: 2**
- **Grip: 2**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 0**

PLANE GLIDER

- **Weight: 2**
- **Acceleration: 1**
- **Grip: 2**
- **Mini-Turbo: 1**
- **Speed (Land): 1**
- **Speed (Sea): 0**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 0**

SUPER GLIDER

- **Weight: 1**
- **Acceleration: 1**
- **Grip: 1**
- **Mini-Turbo: 1**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 2**
- **Speed (Antigravity): 0**
- **Handling (Land): 1**
- **Handling (Sea): 0**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

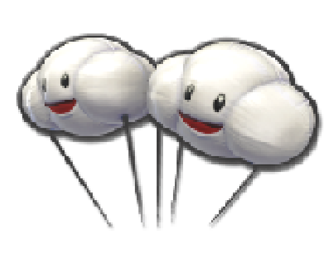
UNLOCKABLE GLIDERS

These gliders are unlocked at random, save for the Gold Glider.

BOWSER KITE

- **Weight: 1**
- **Acceleration: 2**
- **Grip: 2**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 0**

CLOUD GLIDER



- **Weight: 0**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 0**
- **Handling (Flying): 2**
- **Handling (Antigravity): 1**

FLOWER GLIDER

- **Weight: 0**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 0**
- **Handling (Flying): 2**
- **Handling (Antigravity): 1**

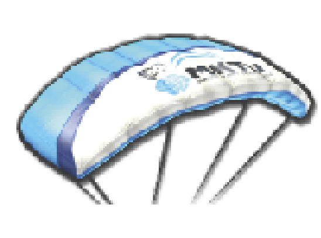
GOLD GLIDER

- **Weight: 2**
- **Acceleration: 1**
- **Grip: 2**
- **Mini-Turbo: 1**
- **Speed (Land): 1**
- **Speed (Sea): 0**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 0**

HYLIAN KITE

- **Weight: 1**
- **Acceleration: 1**
- **Grip: 1**
- **Mini-Turbo: 1**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 2**
- **Speed (Antigravity): 0**
- **Handling (Land): 1**
- **Handling (Sea): 0**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

MKTV PARAFOIL



- **Weight: 1**
- **Acceleration: 2**
- **Grip: 2**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 0**

PAPER GLIDER

- **Weight: 0**
- **Acceleration: 2**
- **Grip: 1**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 1**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 0**
- **Handling (Flying): 2**
- **Handling (Antigravity): 1**

PEACH PARASOL

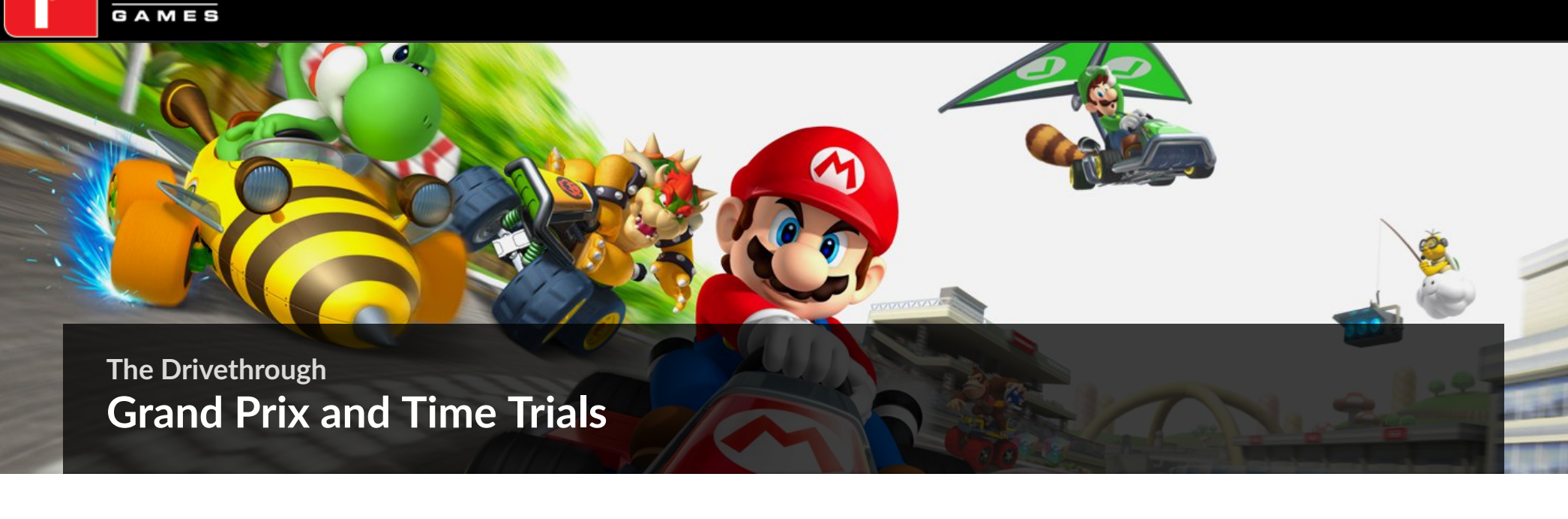
- **Weight: 1**
- **Acceleration: 2**
- **Grip: 2**
- **Mini-Turbo: 2**
- **Speed (Land): 0**
- **Speed (Sea): 0**
- **Speed (Flying): 1**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 2**
- **Handling (Antigravity): 0**

WADDLE WING

- **Weight: 1**
- **Acceleration: 1**
- **Grip: 1**
- **Mini-Turbo: 1**
- **Speed (Land): 1**
- **Speed (Sea): 1**
- **Speed (Flying): 2**
- **Speed (Antigravity): 0**
- **Handling (Land): 1**
- **Handling (Sea): 0**
- **Handling (Flying): 1**
- **Handling (Antigravity): 1**

WARIO WING

- **Weight: 2**
- **Acceleration: 1**
- **Grip: 2**
- **Mini-Turbo: 1**
- **Speed (Land): 1**
- **Speed (Sea): 0**
- **Speed (Flying): 2**
- **Speed (Antigravity): 1**
- **Handling (Land): 1**
- **Handling (Sea): 1**
- **Handling (Flying): 1**
- **Handling (Antigravity): 0**



The Drivethrough

Grand Prix and Time Trials

Grand Prix and Time Trial modes in *Mario Kart 8 Deluxe* are both laser-focused on one goal: make it to the finish line in the shortest time possible. How that's accomplished differs depending on the mode. In Grand Prix Cups, you'll jockey for position and trade item attacks and sideswipes with 11 other fierce racers; in Time Trial mode, you'll burn up the courses competing mostly against your own previous best times, but also ghost data from your friends and even Nintendo's own testers.

GRAND PRIX

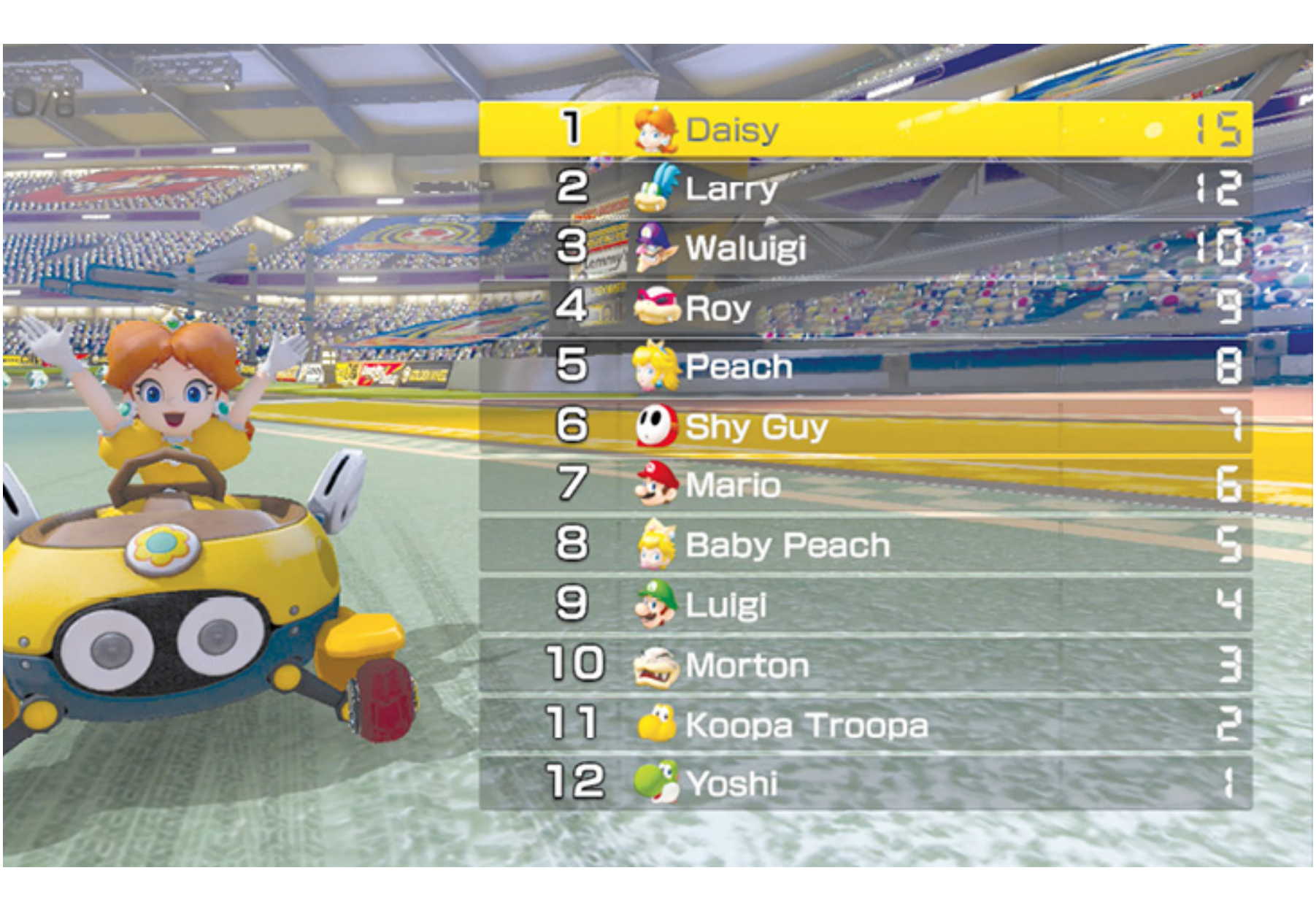
Mario Kart 8 Deluxe features a whopping 48 tracks spread across twelve Grand Prix cups, spanning the whole breadth of Nintendo's unparalleled franchises. Four dozen tracks with twelve competitors per race is a lot of the zany, whimsically unhinged racing for which *Mario Kart* is renown.

As per *Mario Kart* tradition, a cup consists of four races, and you're awarded points based on the place you finish. During the first race of a cup, you are twelfth place on the starting grid, and must work your way to the front of the pack. After the first race, your place on the starting grid in future races is determined by what place you finish. If you finish in third, you start in third for the next race.

Depending on where you are on the starting grid, you are given a set amount of Coins to start the race with.

- **Twelfth and Eleventh Place: 5 Coins**
- **Tenth and Ninth Place: 4 Coins**
- **Eighth and Seventh Place: 3 Coins**
- **Sixth and Fifth Place: 2 Coins**
- **Fourth and Third Place: 1 Coin**

RACE REWARDS



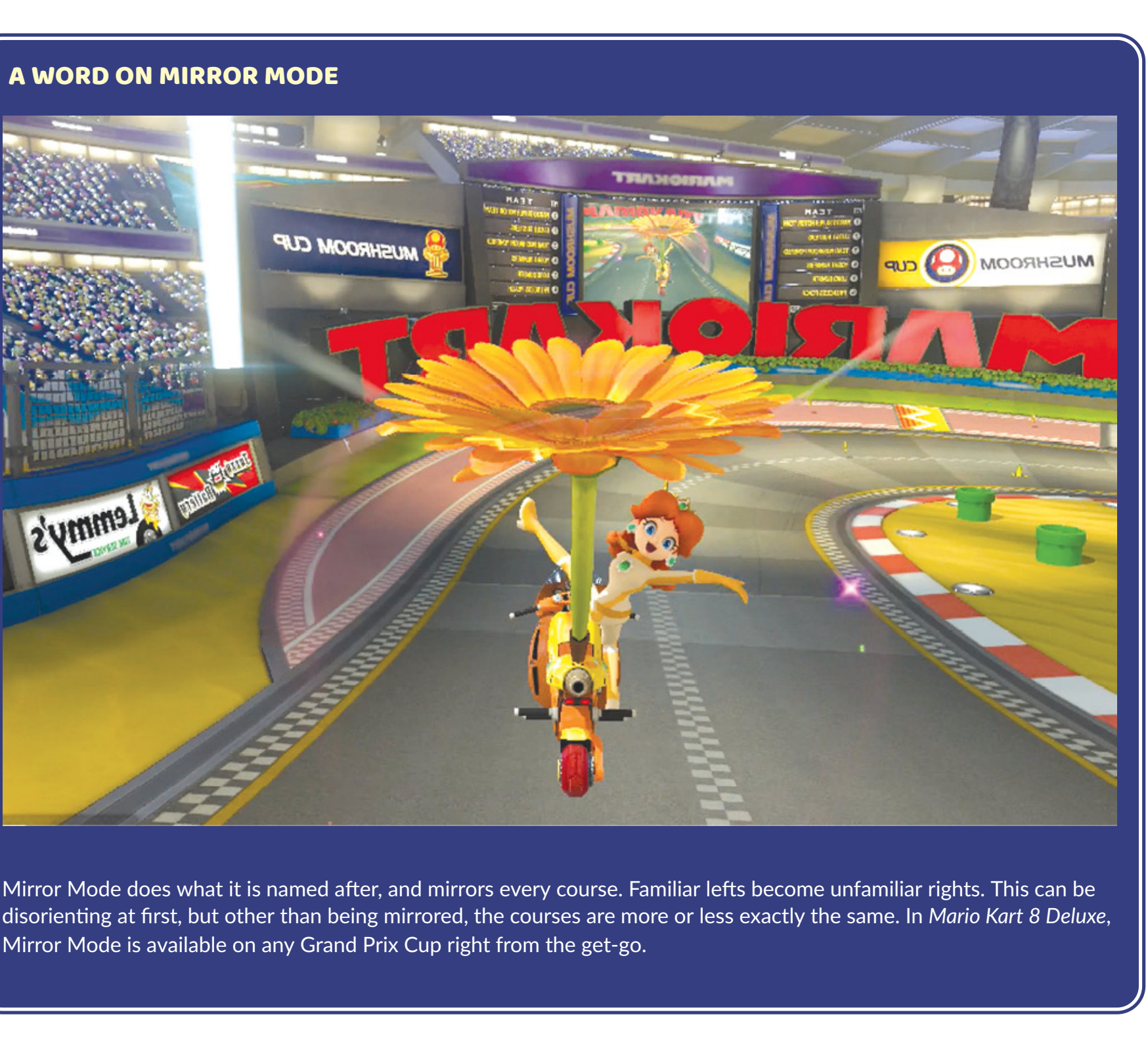
1	Daisy	15
2	Larry	12
3	Waluigi	10
4	Roy	9
5	Peach	8
6	Shy Guy	7
7	Mario	6
8	Baby Peach	5
9	Luigi	4
10	Morton	3
11	Koopa Troopa	2
12	Yoshi	1

Your place at the end of the race determines your point reward. A perfect cup will have you max out at 60 points total!

- **First Place: 15 Points**
- **Second Place: 12 Points**
- **Third Place: 10 Points**
- **Fourth Place: 9 Points**
- **Fifth Place: 8 Points**
- **Sixth Place: 7 Points**
- **Seventh Place: 6 Points**
- **Eighth Place: 5 Points**
- **Ninth Place: 4 Points**
- **Tenth Place: 3 Points**
- **Eleventh Place: 2 Points**
- **Twelfth Place: 1 Point**

There are five difficulty classes in *Mario Kart 8 Deluxe*: 50cc, 100cc, 150cc, Mirror Mode, and 200cc. The "cc" designation means "cubic centimeters," referring to the displacement of the vehicle engines. So, naturally, 200cc is a lot faster (and therefore much more challenging) than 50cc. Starting with the slowest 50cc, each step up means higher speeds and more aggressive computer racers.

A WORD ON MIRROR MODE

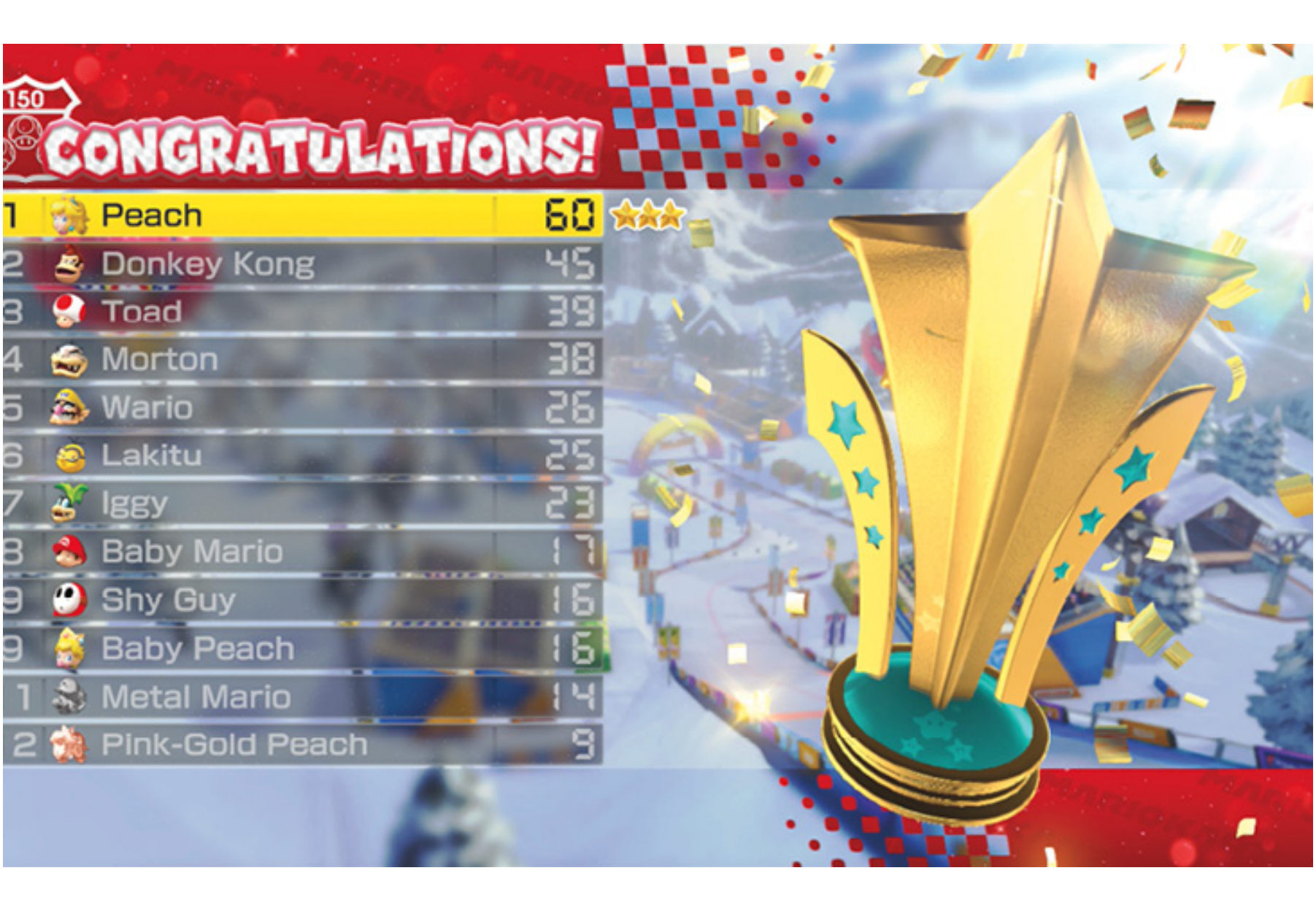


Mirror Mode does what it is named after, and mirrors every course. Familiar lefts become unfamiliar rights. This can be disorienting at first, but other than being mirrored, the courses are more or less exactly the same. In *Mario Kart 8 Deluxe*, Mirror Mode is available on any Grand Prix Cup right from the get-go.

UNLOCKING CUPS

Mario Kart 8 Deluxe on Nintendo Switch is a celebration of *Mario Kart*'s tenure on the Nintendo Wii U, as well as a demonstration of the flexibility of the Nintendo Switch console itself. In this version of the game, all tracks and modes are unlocked from the beginning. Unlocks in *Mario Kart 8 Deluxe* are focused on acquiring new parts for your vehicles. At first, you'll unlock a new random vehicle part every 30 Coins you collect in completed races. Later, the amount of Coins required between unlocks increases from 30 to 50, and then from 50 to 100. You don't need to spend any time worrying about this though, really; just keep playing *Mario Kart*!

STAR RATINGS



1	Peach	60
2	Donkey Kong	45
3	Toad	39
4	Morton	38
5	Wario	26
6	Lakitu	25
7	Iggy	23
8	Baby Mario	17
9	Shy Guy	16
10	Baby Peach	16
11	Metal Mario	14
12	Pink-Gold Peach	9

At the end of a cup in single-player mode, your point total can earn you a star rating.

- **60 Points: 3 Stars**
- **57 Points: 2 Stars**
- **55–54 Points: 1 Star**

GRAND PRIX TIPS

Whether competing against the computer-driven racers, against your friends in split-screen multiplayer, or against rivals around the world online, Grand Prix races don't just reward the fastest racer, they also reward the sneakiest, most cunning, and most devious racer. Make no mistake, you want to be at the front of the pack after three laps, but expect everyone behind you to use every item in the game's arsenal to make your life difficult. As such, there are a few specific tips to deal with the deluge of shells, Bananas, and Bob-ombs that will stand between you and a first-place finish.

Go Fast, Get Hit (with Lots of Items): Part of *Mario Kart's* balance involves "rubberbanding" with items. The better your position in a race, the worse the items you'll get; the farther toward the back of the pack you're running, the better the items you get. Basically this means that if you get very good at running in front, you can expect to deal with a lot of assaults from vehicles chasing you. Act accordingly, judiciously using your own items as shields behind you when possible.

The Spiny Shell Will Get Through: The bane of first place, the Spiny Shell is back in force. Short of lucking into a Super Horn, or timing a Mushroom to boost you just ahead of the Spiny Shell's final dive toward you, if you're in first place and a Spiny Shell has been fired, you're likely taking a hit. You either want to be far enough ahead that the inevitable impact is not as devastating to your lead as it can be, or you want to keep second place close enough that you can fall back and let that poor sap take the hit for you. Of course, if the competition is savvy, they might just slow down to make sure the shell homes in on you before they pull ahead.

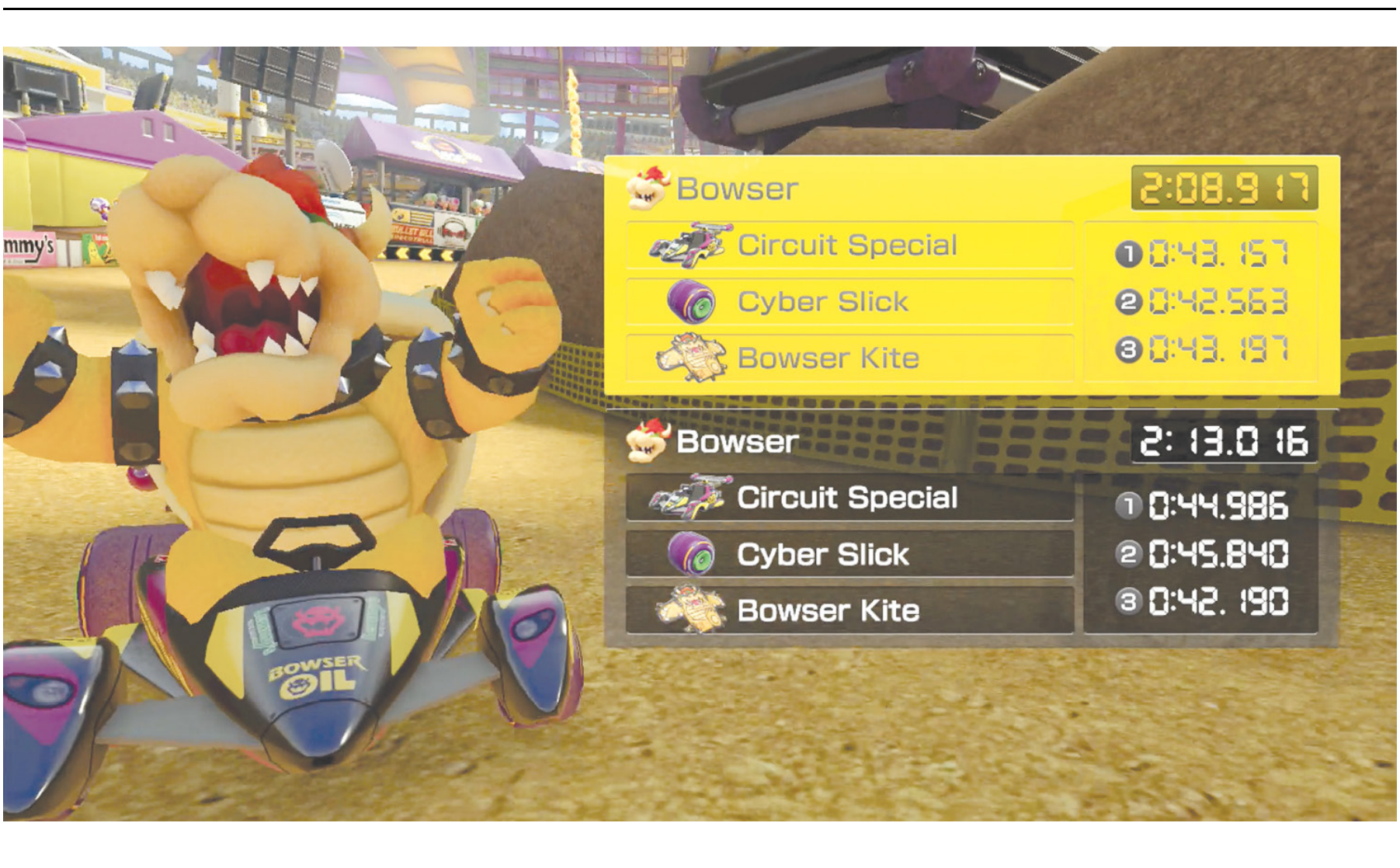
Going Heavyweight: There's a lot to be said about the virtues of lighter racers and vehicles, but heavier options are worth learning to corner with. You can really ruin the day of a lighter racer without even using items simply by running into that opponent. Heavier racers and vehicles also tend to be the fastest, assuming you're able to wrangle them around the turns effectively!

Get Coins: Do what you can to hoard Coins. In heated races, even having just one more Coin toward the maximum ten than your opponent can decide victory between evenly matched racers. Additionally, collecting Coins means your opponents can't get them. It's worth it sometimes to stray from the racing line to collect a line of Coins in one drift!

Learn the Shortcuts: Many courses provide alternate routes, but not all of them can be considered shortcuts. Sometimes it's as simple as using a Mushroom to burst across a grassy field, cutting past a series of hairpin turns. Other times, you might need to get creative with ramps, dash panels, and some fancy gliding.

Intelligent Off-Roading: Some shortcuts or alternate routes through a course require you to go off-road. This is fine, except that going off-road slows down every racer, and some more than others. If you don't have a Mushroom, or your vehicle-racer combo suffers heavily going off the track, it's generally best to stay on course.

TIME TRIAL



Bowser 2:08.917
Circuit Special ① 0:43.157
Cyber Slick ② 0:42.563
Bowser Kite ③ 0:43.197
Bowser 2:13.016
Circuit Special ① 0:44.986
Cyber Slick ② 0:45.840
Bowser Kite ③ 0:42.190

Distilling *Mario Kart* down to speed and speed alone, the Time Trial mode allows you to race against the clock, against the ghosts of your previous laps, and the ghosts of other players online, all to set the fastest laps and races through all 48 tracks in the game.

TIME TRIAL TIPS

Racing in the Time Trials is fundamentally different from the Grand Prix. It's just you against the track. You get three Mushrooms, and the only other items you can collect are Coins. The fastest Time Trials on a course demand racers to take the best racing lines while also managing their Mushrooms and collecting Coins in the process.

Keep in mind that some of the fastest times will require that you unlock more parts to optimize your maximum speed and your ability to corner effectively with well-executed drifts and Mini-Turbos.

Ten Coins: You start each Time Trial with zero Coins. Your goal should be to reach the ten-Coin max as early as possible. However, don't sacrifice speed or a good line through a turn just to collect wayward Coins! Once you reach ten Coins, concentrate on the fastest racing line, collecting Coins only if they are in your way. Note that there may be some courses where getting ten Coins isn't a reasonable proposition, since that might require you to take longer lines around turns to pick up the Coins.

Coins Do Not Regenerate: Unlike in Grand Prix mode, during Time Trials Coins do not regenerate on the track. Part of the strategy to a Time Trial is to have a route that is not only the fastest, but will also guarantee that you pick up as many Coins as you can, while maintaining a fast racing line. Since the Coins can only be picked up once, you can't rely on Coins always being around to make up for mistakes.

Donkey Kong

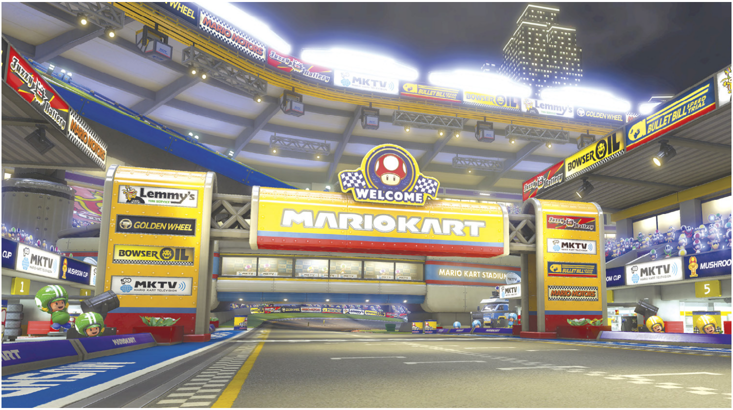
Study the Ghosts: The lap ghosts made by you and other players with the game can teach you a lot regarding how you should race through a course. If you're serious about breaking records, you need to observe what the ghost is doing, and the sort of racer-vehicle combination they have going on!

Manage your Mini-Turbos: You don't always have to go with orange-spark Super Mini-Turbos! Sometimes, it's best to squeeze out more blue-spark Mini-Turbos during a turn, rather than risk eating a wall or straying off course just to get those orange sparks going! Building to purple sparks for an Ultra Mini-Turbo boost (possible only with steering assistance disabled) is rarely in the cards, except on the longest steady hairpin curves.

The Tracks

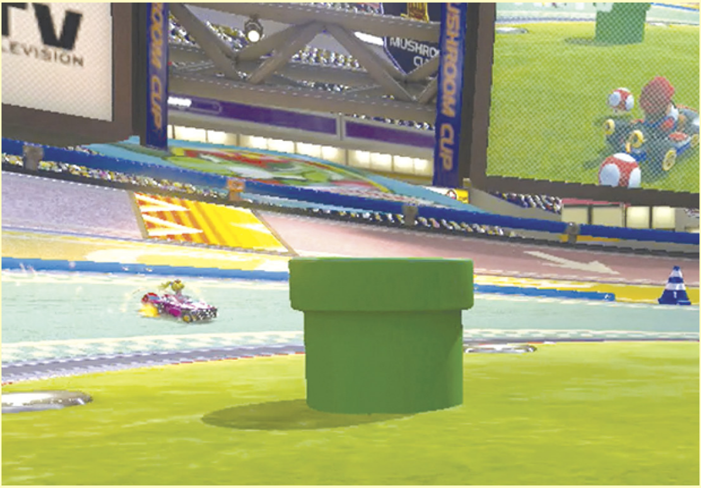
Mushroom Cup

MARIO KART STADIUM

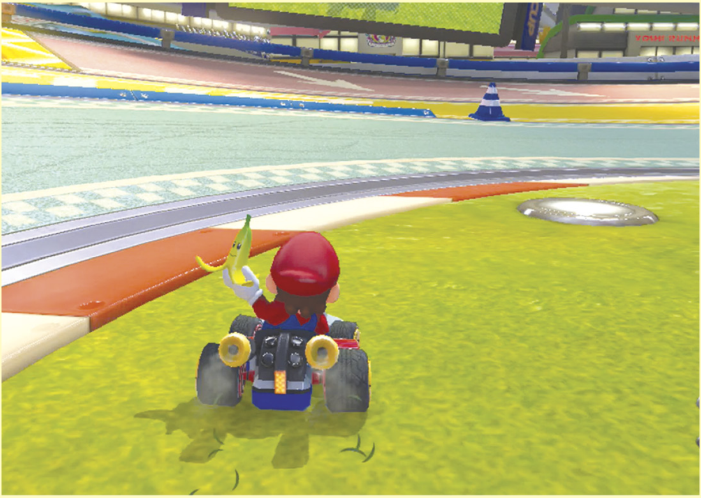


The starting course of your *Mario Kart 8 Deluxe* career, the Mario Kart Stadium features long stretches of track connected by easy-to-drift-through turns. While it's not a particularly difficult track to race on, it's a good preview of what you can expect in later race courses in this cup and in future cups!

CAUTION: ROADSIDE UNASSISTANCE



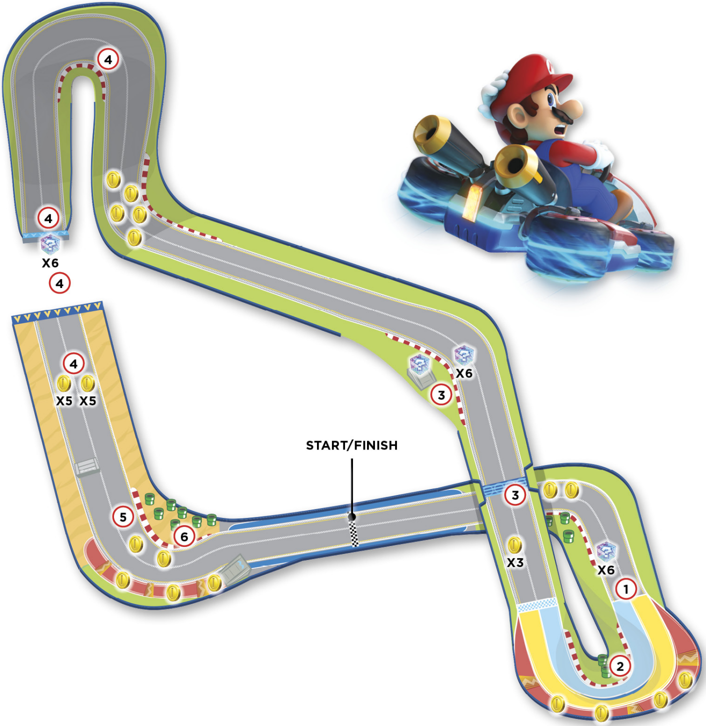
Pipes: Scattered on the grassy and sandy corners of the track are pipes. By themselves they are harmless, but if you're trying to cut corners and end up hitting a pipe head-on, you'll come to a complete stop!

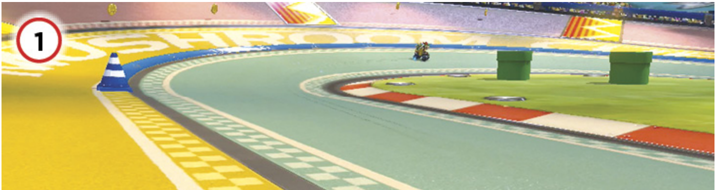


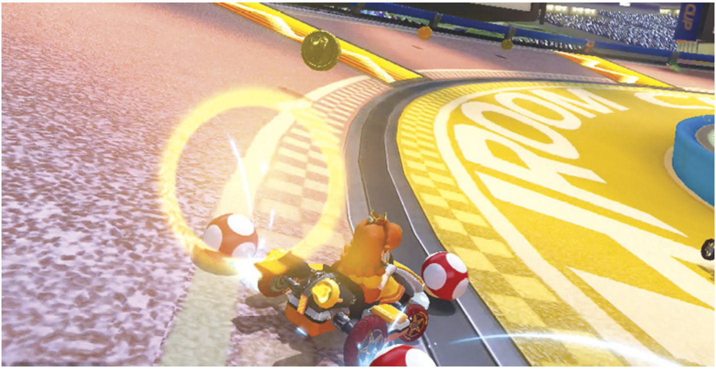
Grass and Sand: All vehicles slow down when going off-road, but with the right parts you can limit how much speed you lose. Stay on the track unless you're using a Mushroom to boost off-road to cut a corner.

GRAND PRIX

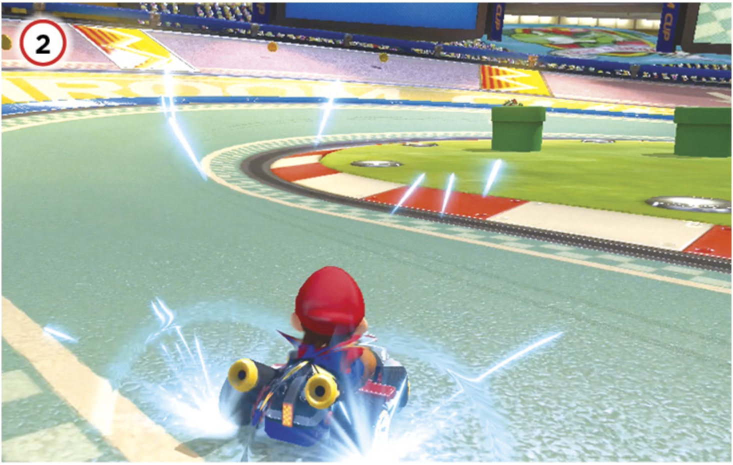
Grand Prix Mode



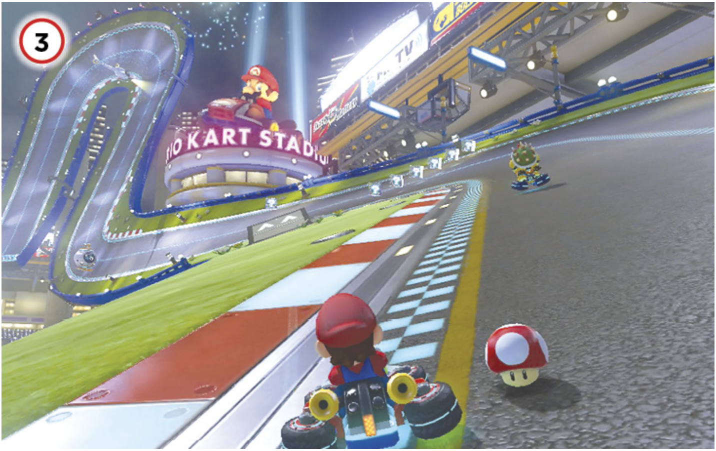


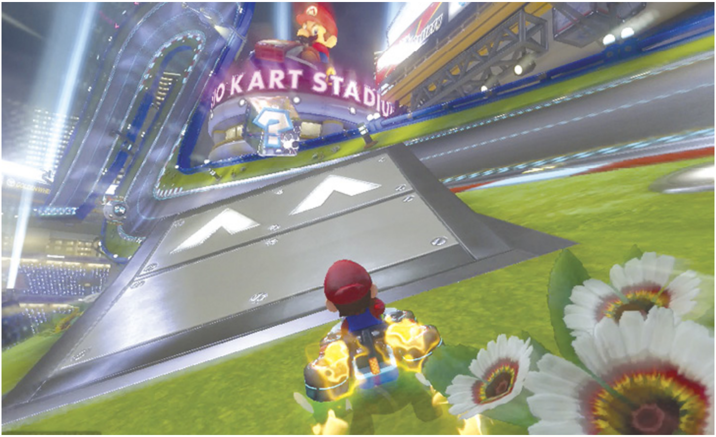


The second turn of the race provides an example of a common *Mario Kart 8 Deluxe* dilemma: taking the corner wide will push you along a series of dash panels and a set of Coins. Taking the inside route is faster, but has no Coins. Your first laps in every race should be about building up your Coin count. Afterward, consider the inside path every time.

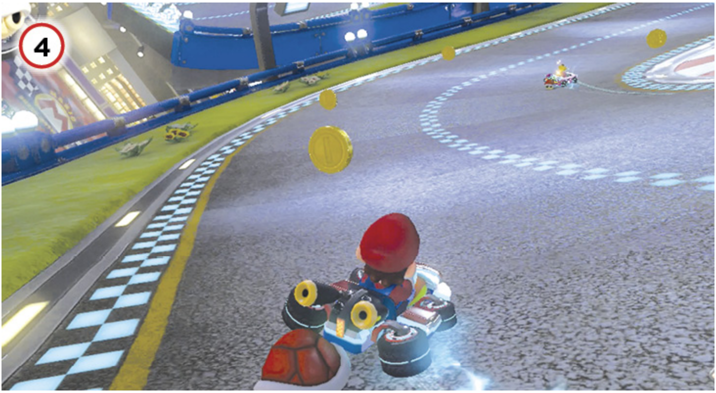


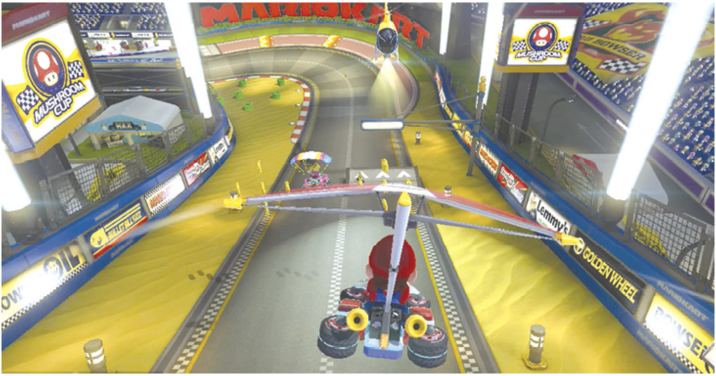
You can cut this corner with a Mushroom, if you have one. Just mind the pipes!



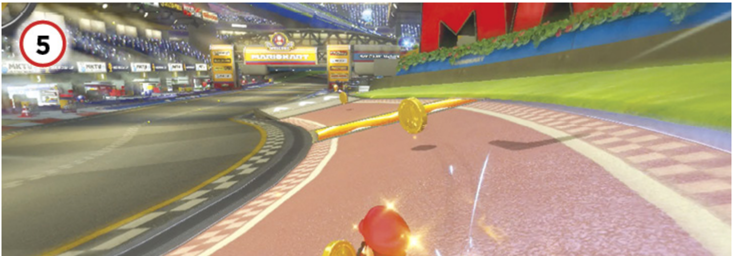


Just past the second turn is an antigravity panel that lets you stick to the track as it twists around. The next corner can also be cut with a Mushroom if you have one, and has a ramp you can Jump Boost off of.

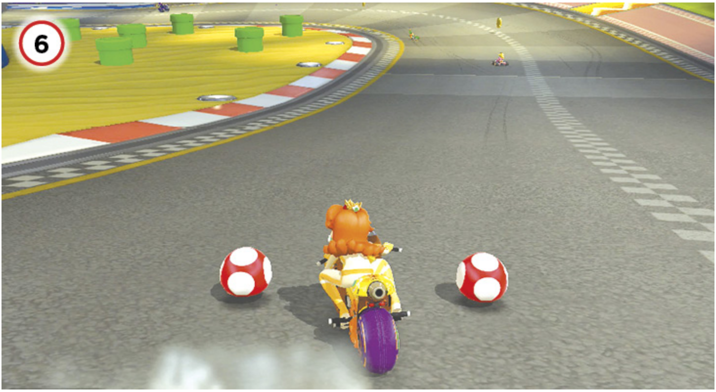


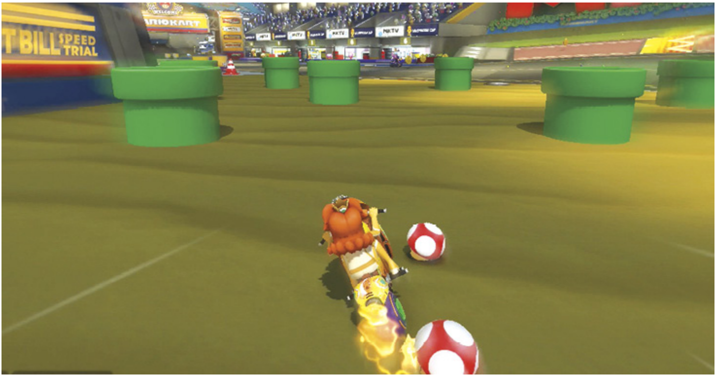


The hairpin turn near the end of the antigravity section of track leads to a small ramp that will let you glide over a chasm. If you're far behind and have a Lightning Bolt, you can send racers into the chasm as they try to glide across. Don't miss collecting Coins on the way over the gap!



The last set of turns presents another split roadway, with the wider racing line taking you over a set of dash panels and more Coins. The wider line ends with a ramp you can Jump Boost off of for additional speed.

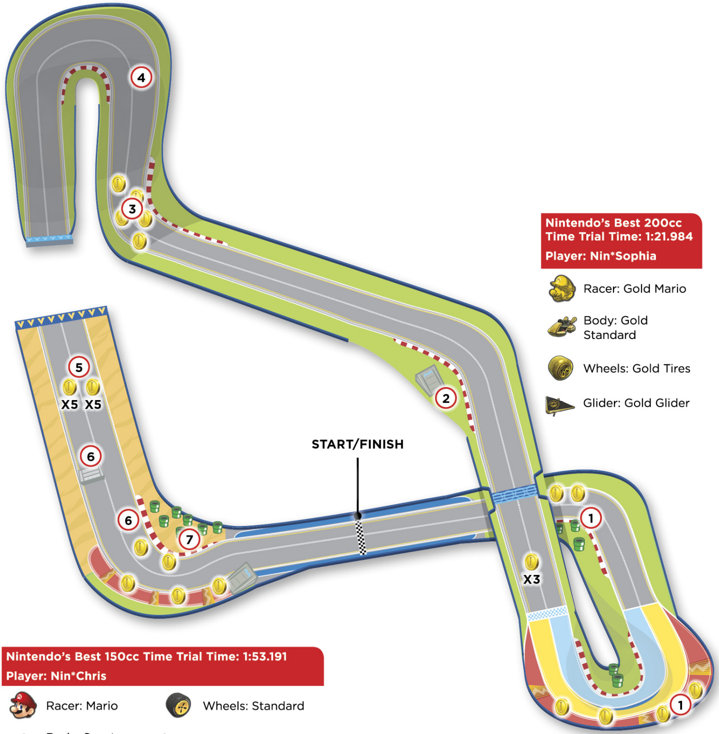




Alternatively, you can cut the corner even tighter by using a Mushroom and going through the sand. Many pipes are set up here, so be careful about how you blast through this area. This is also a good tactic to defeat incoming Red Shells, as they might hit the pipes.

TIME TRIAL

Time Trial Mode



Nintendo's Best 200cc Time Trial Time: 1:21.984

Player: Nin*Sophia

Racer: Gold Mario

Body: Gold Standard

Wheels: Gold Tires

Glider: Gold Glider

Nintendo's Best 150cc Time Trial Time: 1:53.191

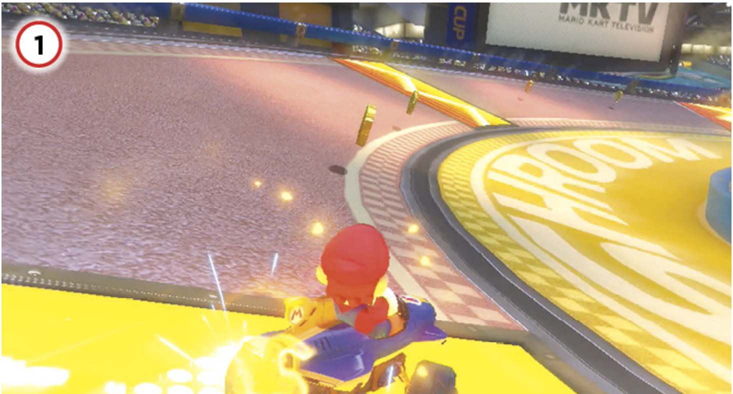
Player: Nin*Chris

Racer: Mario

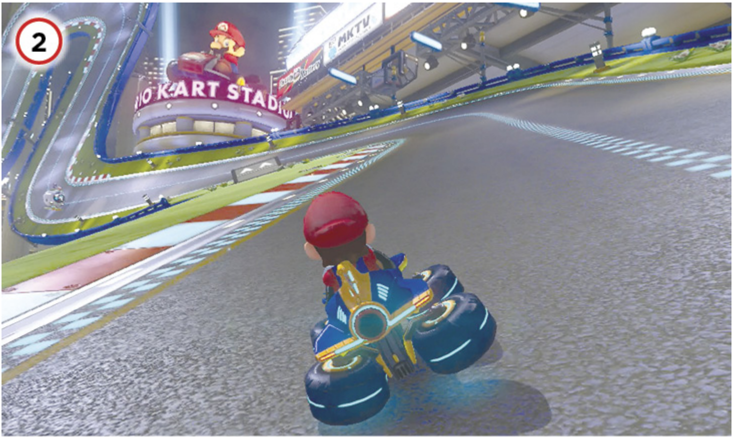
Body: Sports Coupe

Wheels: Standard

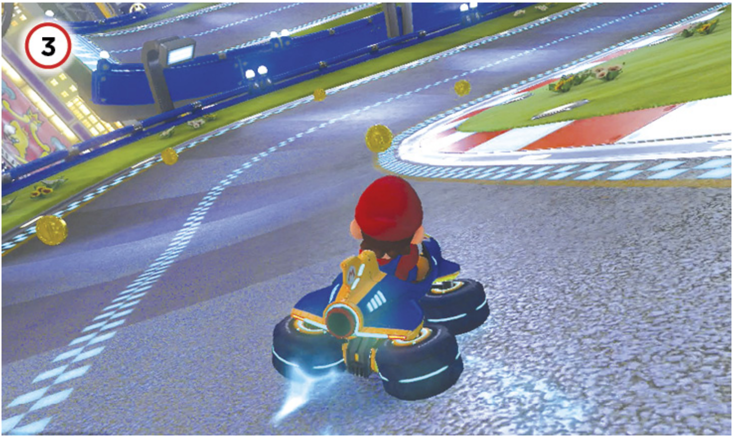
Glider: Super Glider



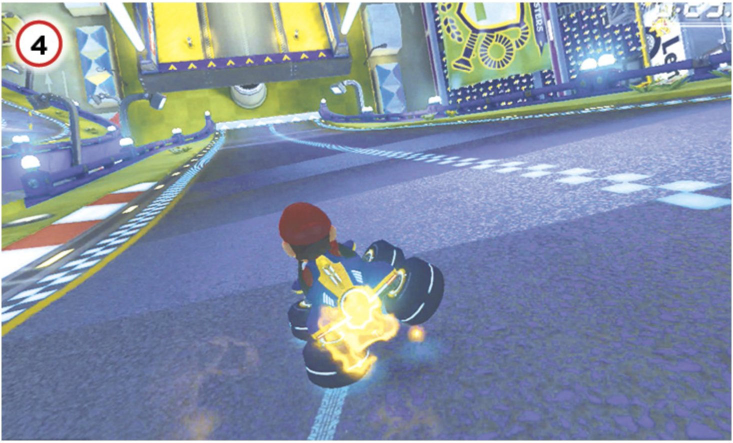
Lap 1 of any Time Trial should be focused on snagging as many Coins as possible. Turn 1 has a pair of Coins to snag, followed by four more on the outside of Turn 2. It's actually faster to ignore those Coins on the outside of Turn 2, and instead take the inside of the turn as close to the grass as possible. You can use a Mushroom to cut across the grass, but you might want to save that for later.



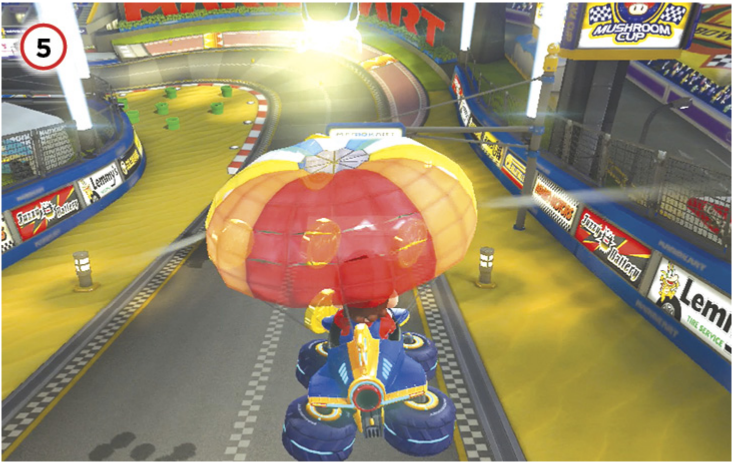
It is reasonable to want to use one of your Mushrooms to hit the ramp on the grass on the inside of Turn 3. However, this is not the best use of a Mushroom on this Time Trial.



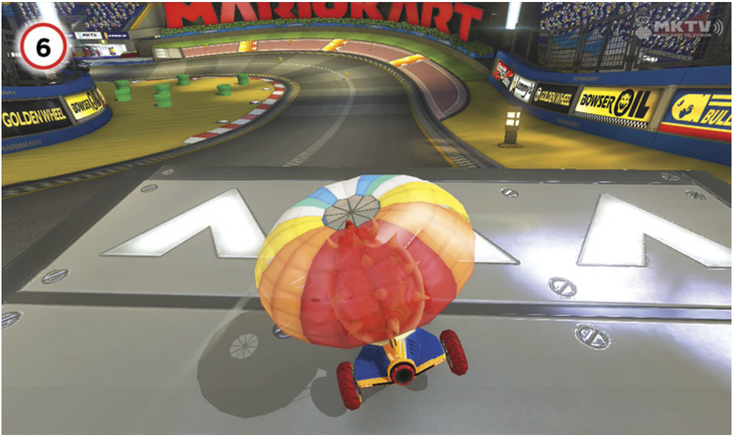
Turn 4 has five Coins located on it: two on the inside line and three on the outside. Stay inside on the first lap, and every lap thereafter. Ideally you should have eight Coins after navigating this turn.



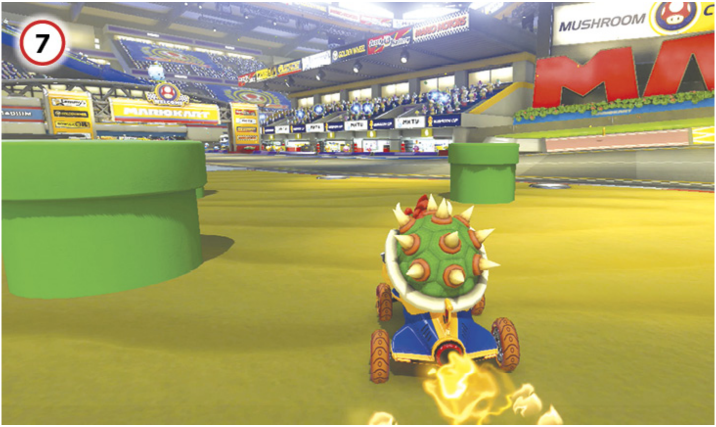
Set up your drift on the Turn 5 hairpin as early as you can. You can score a Super Mini-Turbo or Ultra Mini-Turbo and boost back downhill toward the glide ramp.

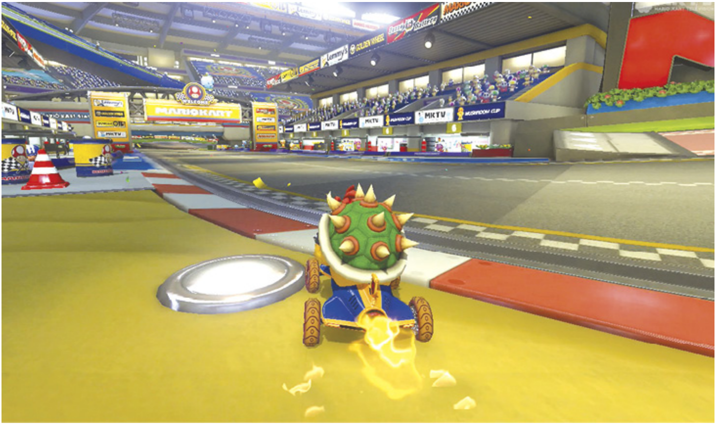


Mid-air from the glide ramp, you have some work to prepare for the end of the lap. On Lap 1, you can snag your final Coins to reach ten while in mid-air.



As you're gliding down, avoid the ramp at the center of the course. As you pass up the ramp, drift toward the sand and the pipes on the inside of the final turn. You should be able to pull off a Mini-Turbo just as you reach the sand.





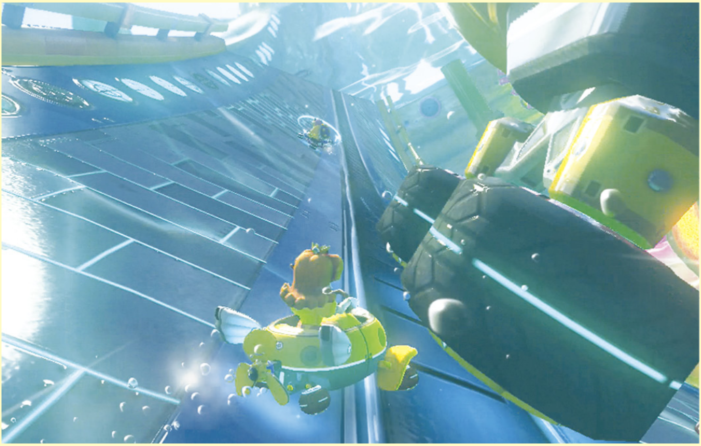
The scattered pipes on the sand can be devastating to hit during a Time Trial, but the best time to use Mushrooms is to blitz through this pipe forest across the sand. By doing this, you cut the corner and practically have a straight shot at the finish line!

WATER PARK

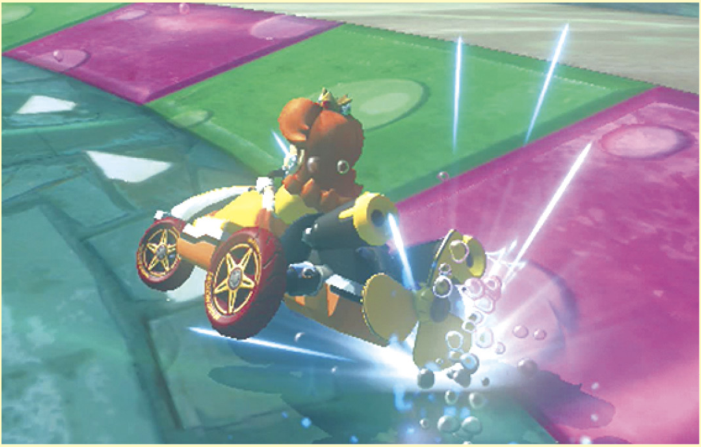
MARIOKART
MARINE COAS

An aptly named course, Water Park introduces a new twist to the gravity-defying racing in *Mario Kart 8 Deluxe*, while also having players deal with the changes to vehicle handling underwater.

CAUTION: ROADSIDE UNASSISTANCE

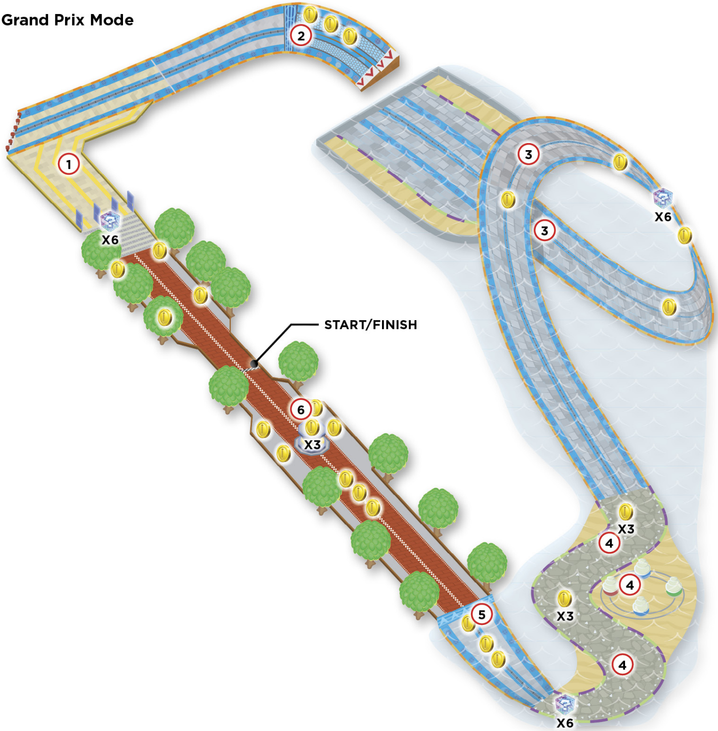


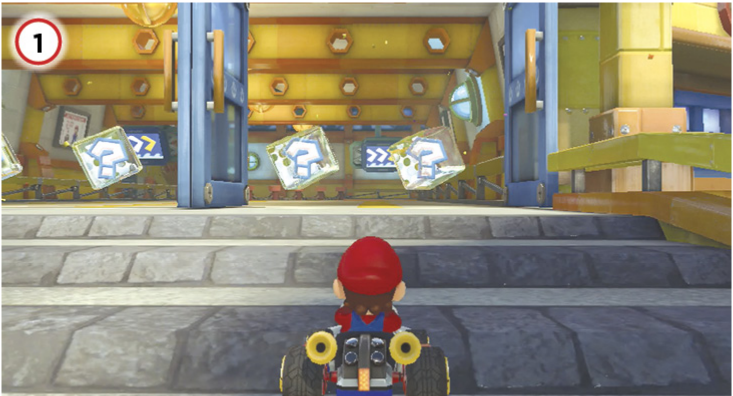
Spin Boost Pillars: Found at the front of Sub Coasters that travel through a portion of the race course, these pillars give you a Spin Boost of speed at the cost of some control.



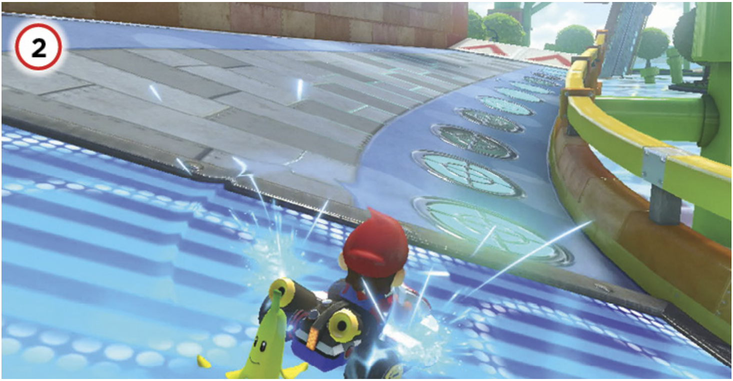
Water Hazards: A good chunk of this course takes place underwater, which will significantly change how your vehicle drives.

Grand Prix Mode

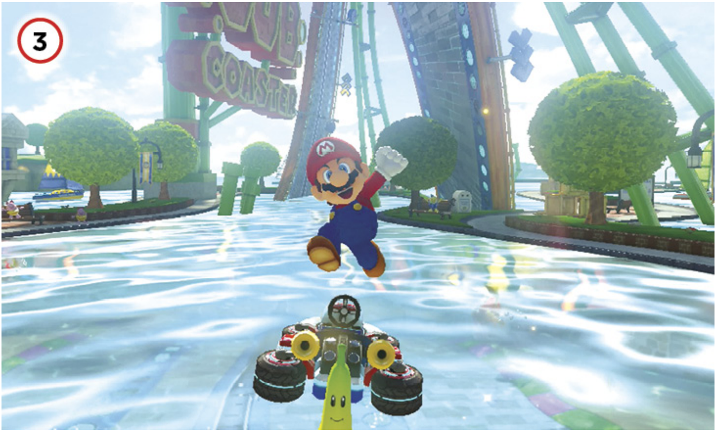


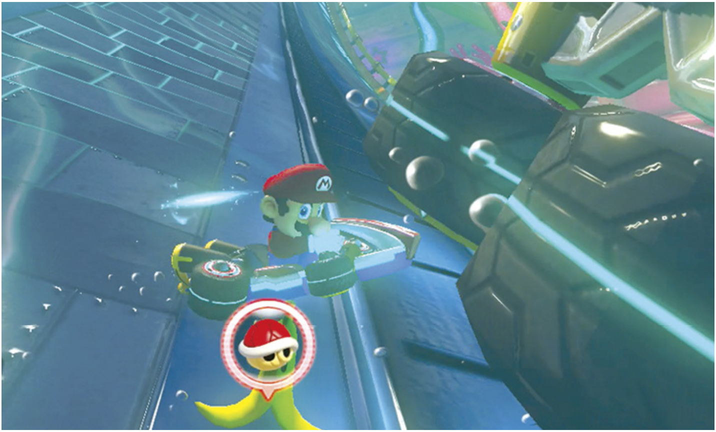


Just after the start line, you pass through one of three entrances under the Sub Coaster sign into a hard right turn. You can cut this turn significantly on the right side and line yourself up for the upcoming twin ramps.

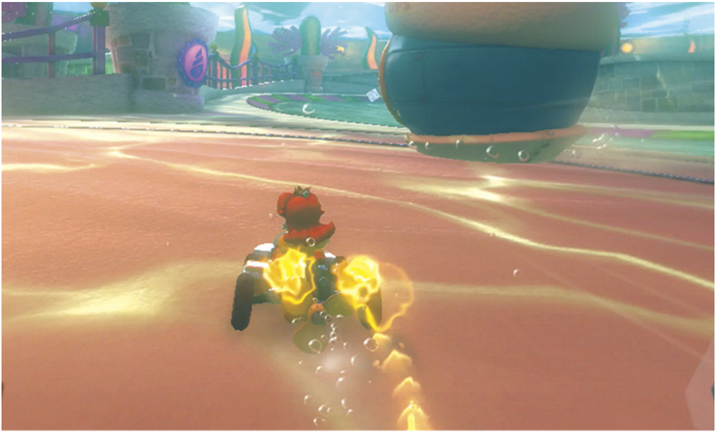


The two ramps after the first right lead directly to an antigravity section of track. Be sure to Jump Boost off the ramp you choose for some extra speed going into the water.

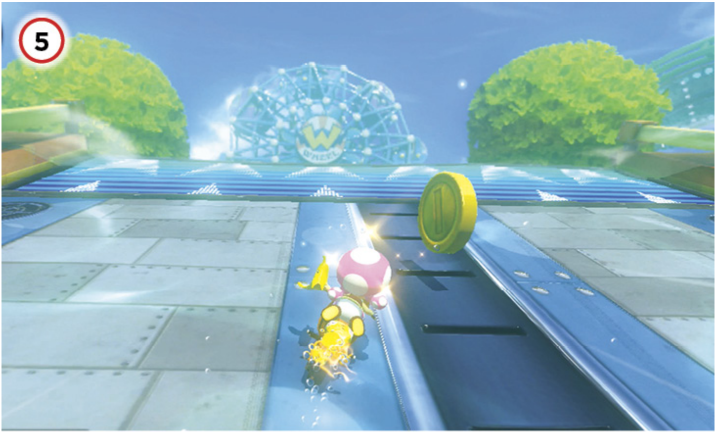


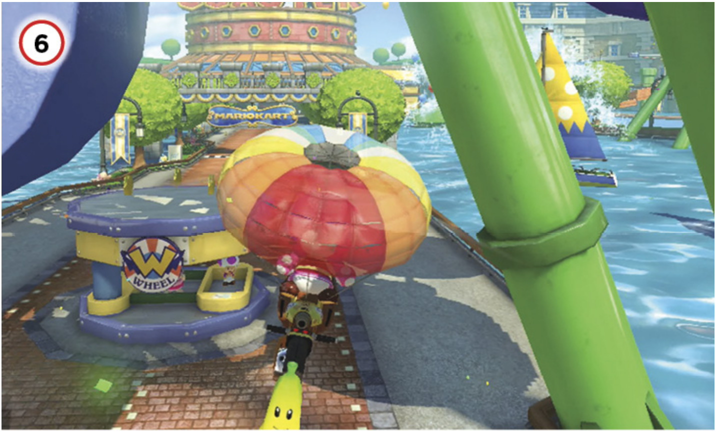


The Sub Coaster can be encountered on almost any section of the antigravity track. If you brush past the front of the coaster, you can gain some speed from the Spin Boost pillars. Other coasters can traverse this section of the course, so keep an eye out for them.



The Marine Coaster track ends as it dips back into the water, straight into an S-curve that passes by an Aqua Cup ride. With a Mushroom, you can cut through the Aqua Cup area to avoid having to navigate the S-curve yourself.

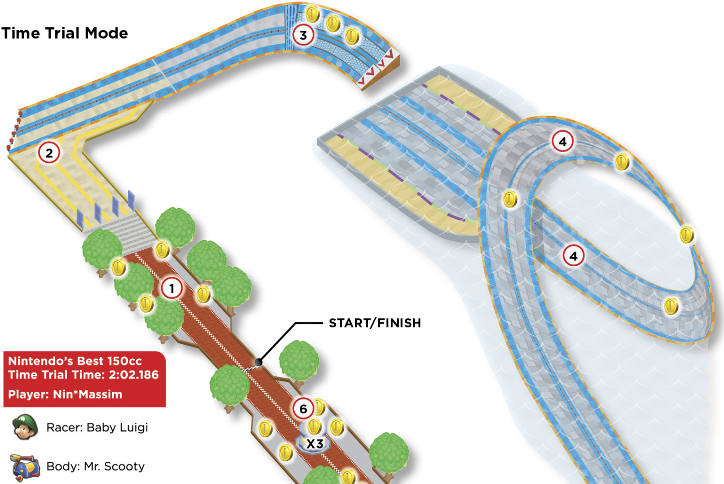




The home stretch starts with a launch ramp that will deploy your glider. Guide yourself underneath the Ferris wheel to finish the lap, taking care to avoid the ticket booth just beyond it. It's possible to land on top of the ticket booth, but beware of other racers setting Bananas there!

TIME TRIAL

Time Trial Mode



Nintendo's Best 150cc Time Trial Time: 2:02.186
Player: Nin*Massim

Racer: Baby Luigi

Body: Mr. Scooty

Wheels: Roller

Glider: Super Glider

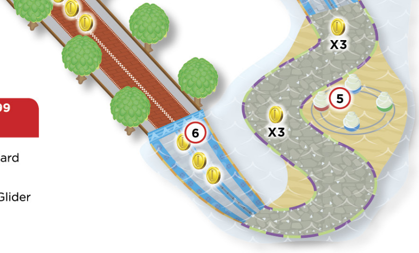
Nintendo's Best 200cc Time Trial Time: 1:22.799
Player: Nin*Yuya

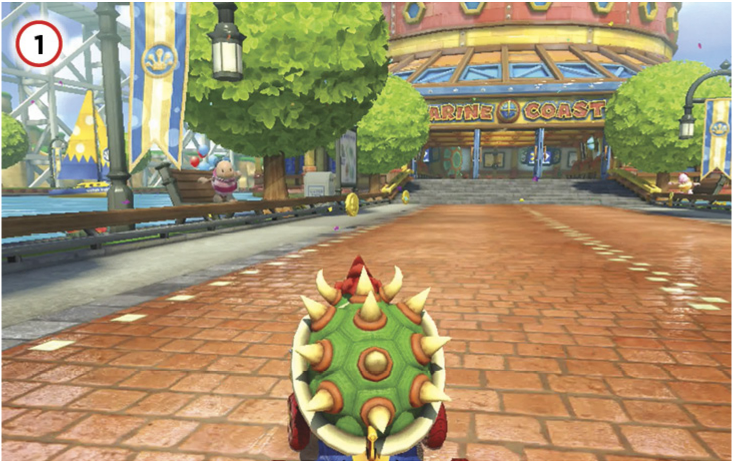
Racer: Baby Mario

Wheels: Standard

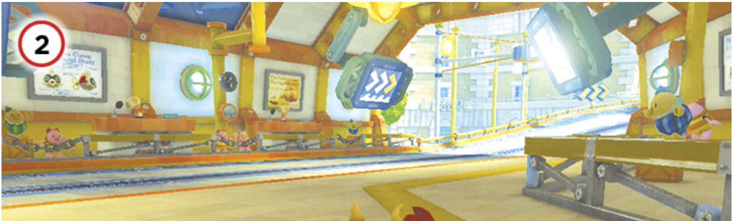
Body: Biddybuggy

Glider: Super Glider



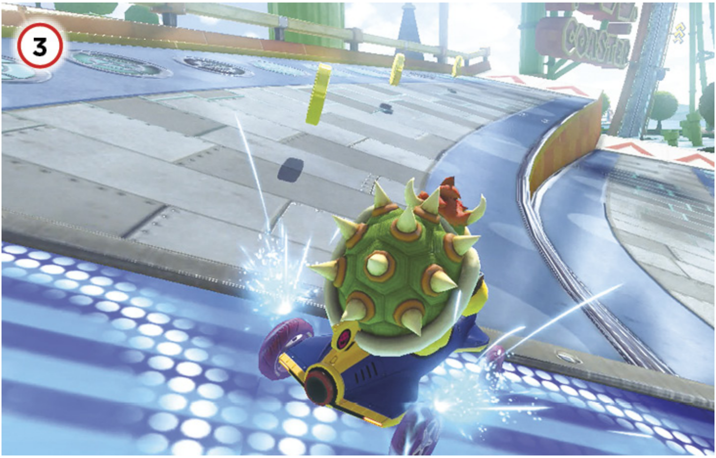


As soon as you start the Time Trial, collect one of the two Coins on either side of the track in front of the start line. Collect the other set during Lap 2.

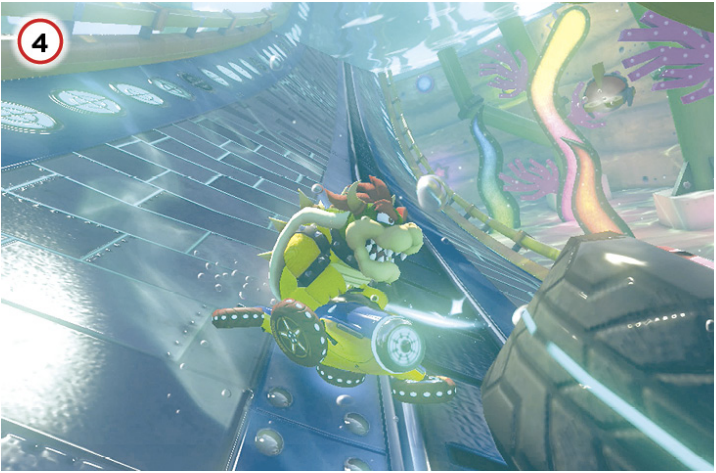


Turn 1 can and should be cut extremely tight—the course is designed for it!

The split ramp jump into the water has three Coins on the upper ramp, so for Lap 1 you should take that path. For the following laps, keep to the inside racing line. Don't forget to Jump Boost off the ramps!

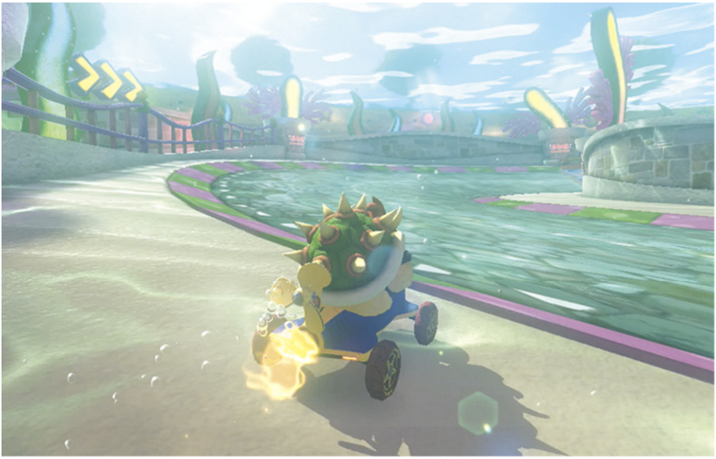


SUB
COASTER

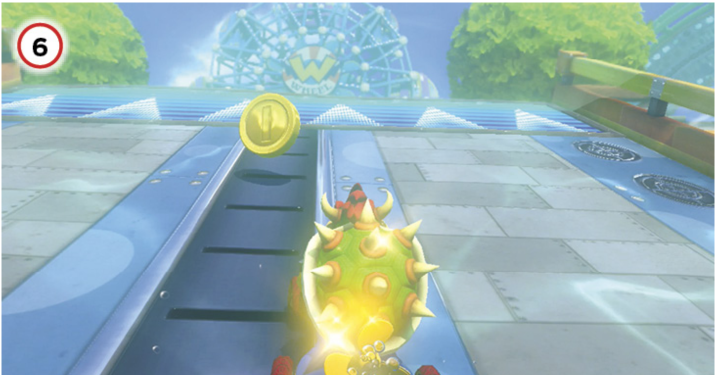


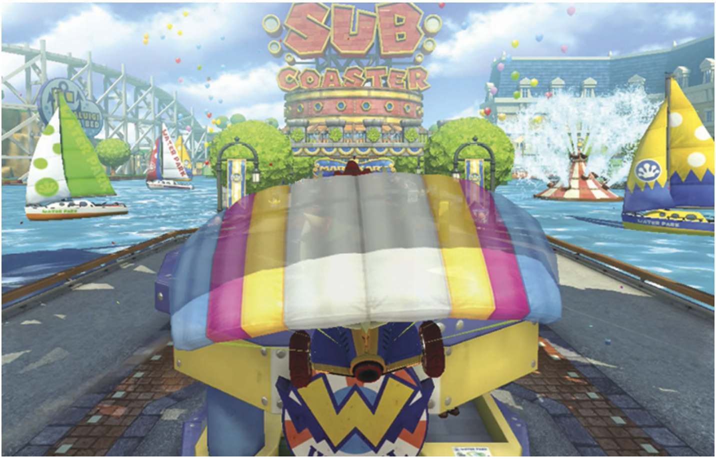
This long antigravity curve is a good spot to use a Mushroom and fire off a Super Mini-Turbo or an Ultra Mini-Turbo.

5
AQUA
CUPS
AQUA
CUPS



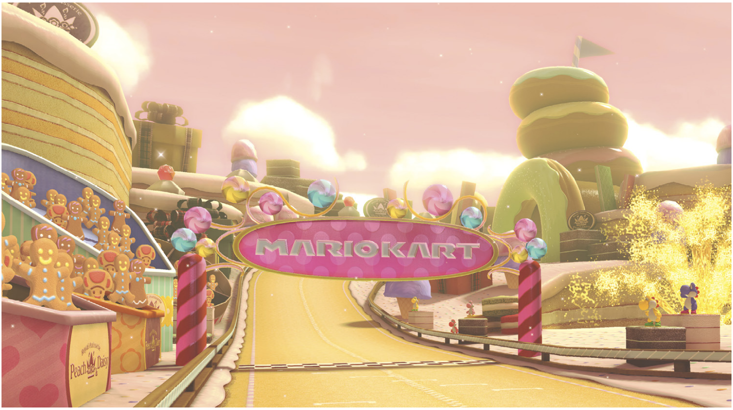
Another chance to use one of your Mushrooms is when you re-enter the water near the Aqua Cup ride. You can cut across the spinning platform to the left of the S-curve, but you miss out on some Coins in the process. If you take this shortcut, start drifting right as you cross the ride to align yourself for the glide ramp.





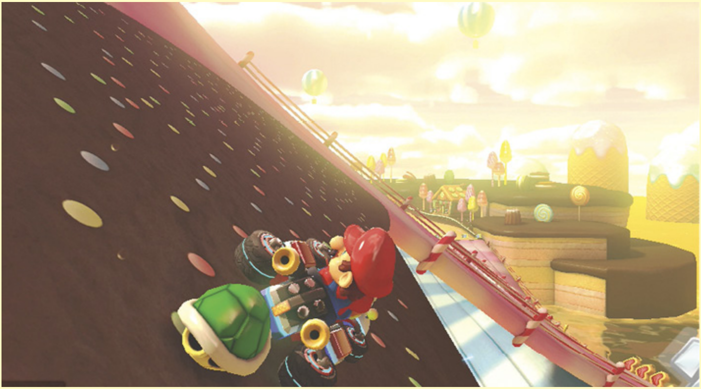
The glide ramp that launches you toward the Ferris wheel is a critical point of the lap. If you have enough speed and are properly lined up, you'll be able to land on top of the ticket booth beyond the Ferris wheel. Jump Boost off the edge of the booth for the final push to the finish line.

SWEET SWEET CANYON

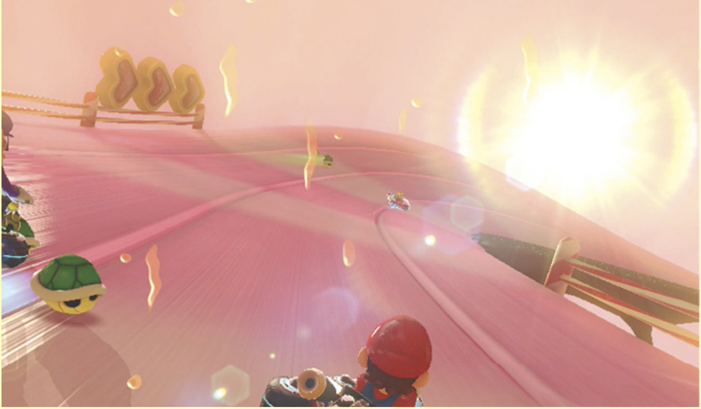


A step up in challenge even over Water Park, this canyon is a sugary, high-speed course, featuring a massive jump that connects both halves. Numerous sharp hairpin turns await during the latter half. Sweet Sweet Canyon will teach you the importance of proper drifting and the use of Mini-Turbos, if you want to score a first-place finish.

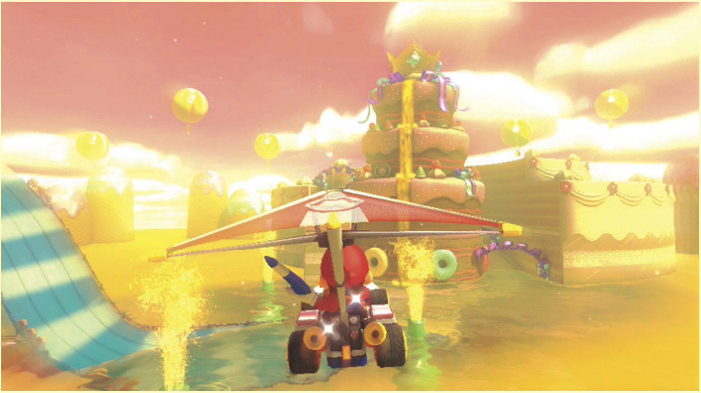
CAUTION: ROADSIDE UNASSISTANCE



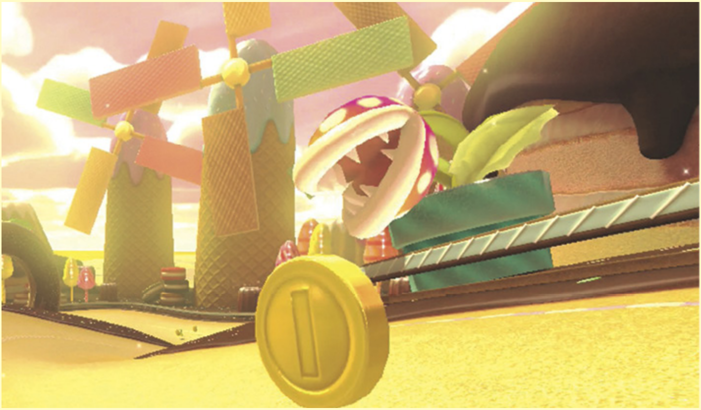
Arguably Delicious Frosting: Going off-road here is sweeter, but not any faster than the dirt found outside of normal tracks. Much of the course is lined with frosting near the retaining walls.



No Walls: Portions of the course have no retaining walls. Mind your drifts in these situations!

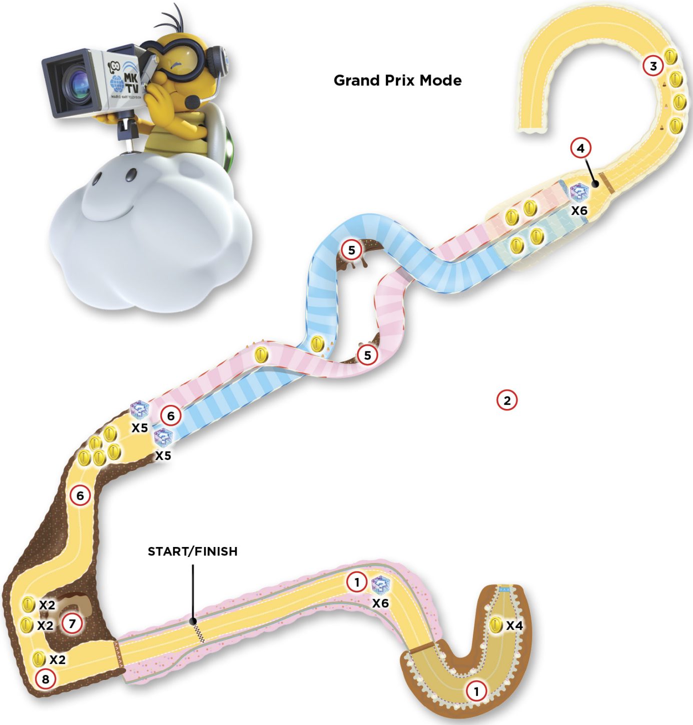


The Long Jump: Early on in a lap, you cross a massive chasm via glider. Racers are vulnerable to Lightning Bolts, Red Shells, and Spiny Shells while crossing this gap.

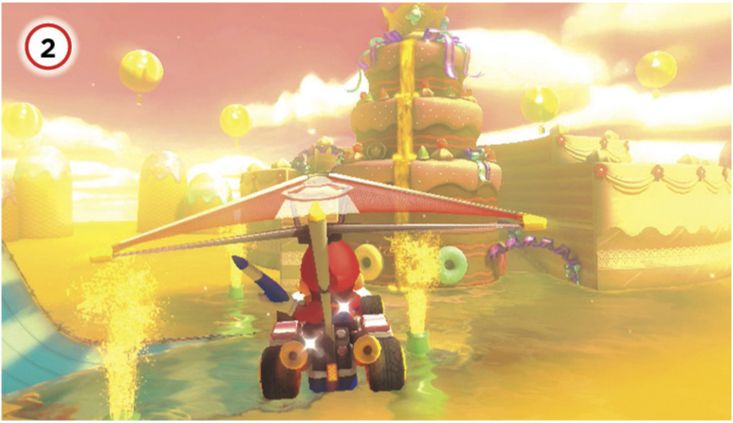


Piranha Plants: The final set of curves are guarded by massive Piranha Plants, which will try to bite at any racer who gets too close.

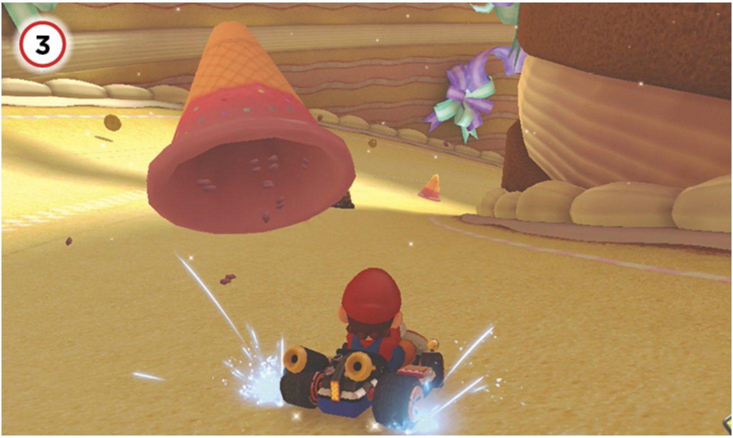
Grand Prix Mode



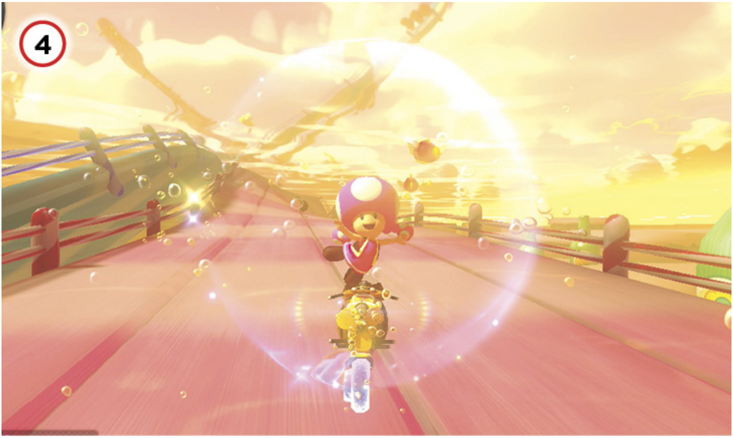
The first turns of the course take you into the tunnel that will eventually launch you across the chasm to the main part of the course.



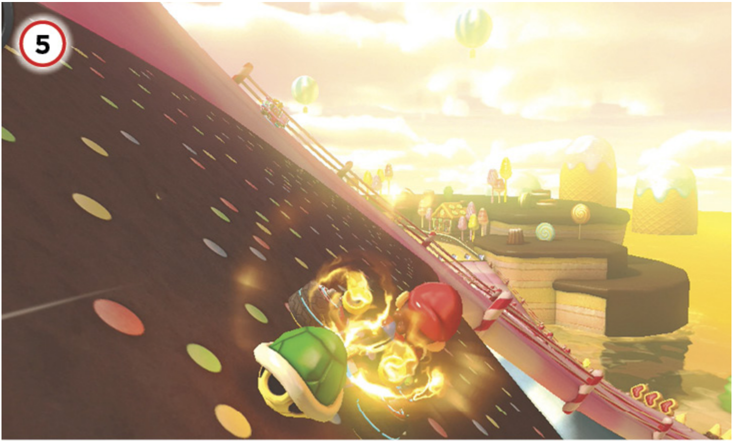
The chasm flight goes quickly, and you don't have to worry about steering around obstacles. Your biggest threat will be other racers, particularly those with a Lightning Bolt or Spiny Shell. Getting hit by items here will send you into the waters below, and can send you back to the launch ramp!



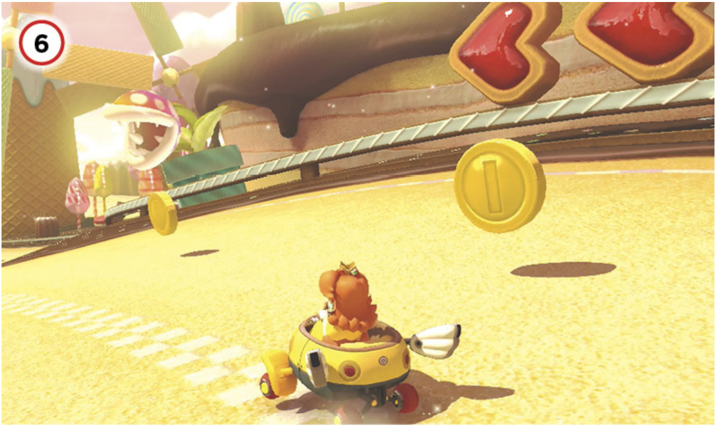
The ice cream cones on the track here are harmless. You can easily bowl them over with no problems. Concentrate more on collecting the Coins lining the road here.

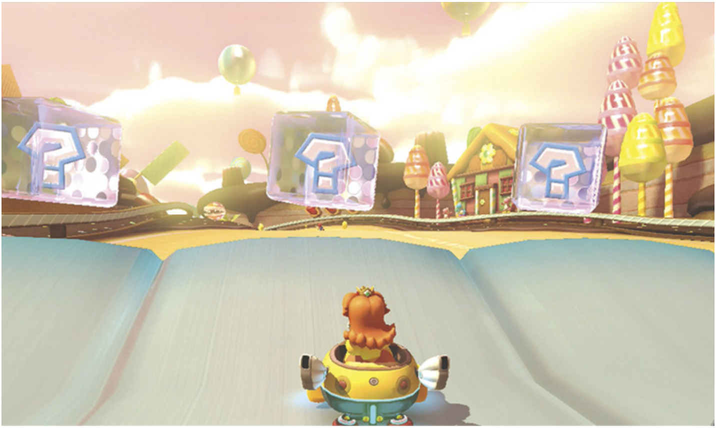


The antigravity section of the canyon offers you two routes, left and right. You can Jump Boost off the antigravity panels for some extra speed before starting these winding sections. They are essentially mirrors of each other, so there isn't necessarily a best path to take.

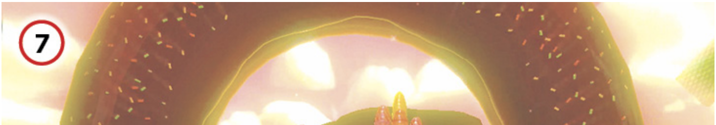


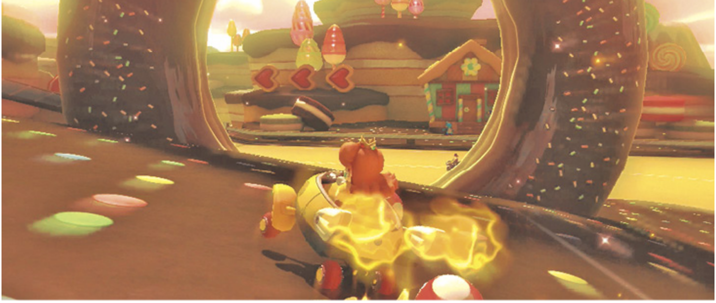
Both of the antigravity track sections consist of three alternating sharp turns, the second of which you can cut across the frosting with a Mushroom if you wish. However, you may want to save your Mushroom for another, superior shortcut.

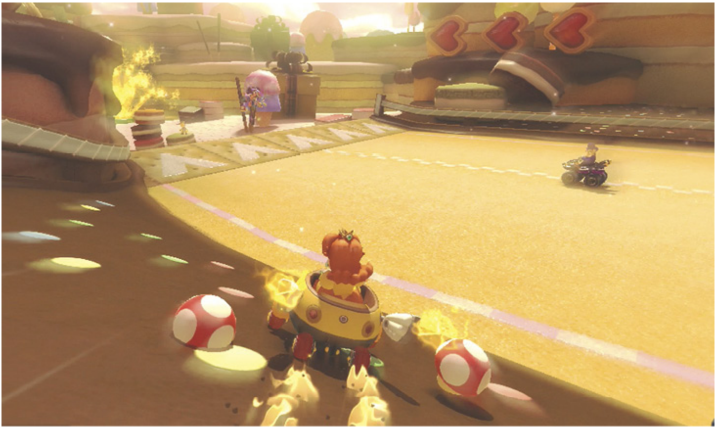




Jump Boost off the ramps at the end of the split track section, then get ready to avoid the Piranha Plants flanking the road. The S-curves here are easy to drift wide on if you're careless, right into range of a Piranha Plant!





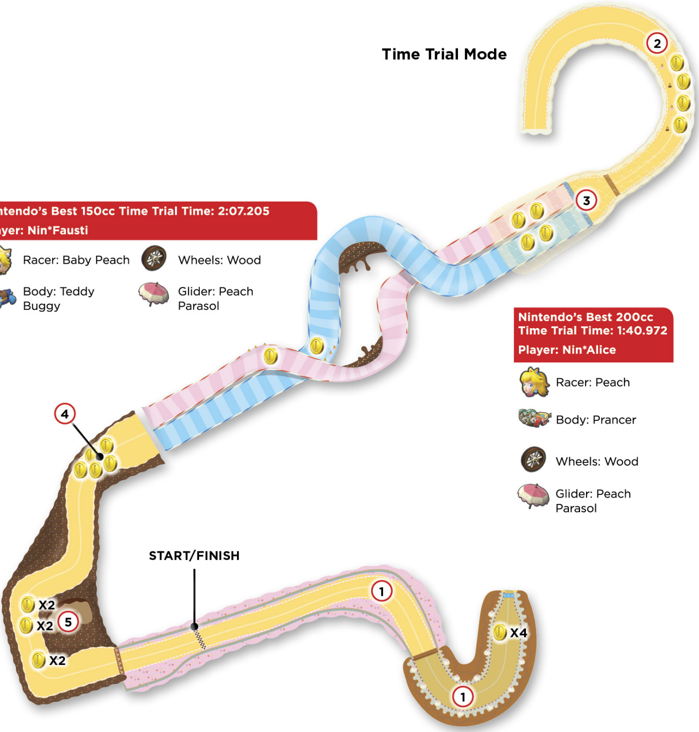


The most important shortcut of the track is just beyond the second Piranha Plant, marked by a donut arch. If you have a Mushroom, shoot through the donut, then make a sharp left and Jump Boost off the ramp to power across the finish line. Computer racers will try to use this shortcut often, so if you're not able to take it, try to set Bananas on the approach to it to trip them up.

The last turn, if you can't take the shortcut, is the sharpest on the track, and can be tougher for heavier-weight racers to drift through without hitting the walls. Start your drift early to hug the inside line.

TIME TRIAL

Time Trial Mode

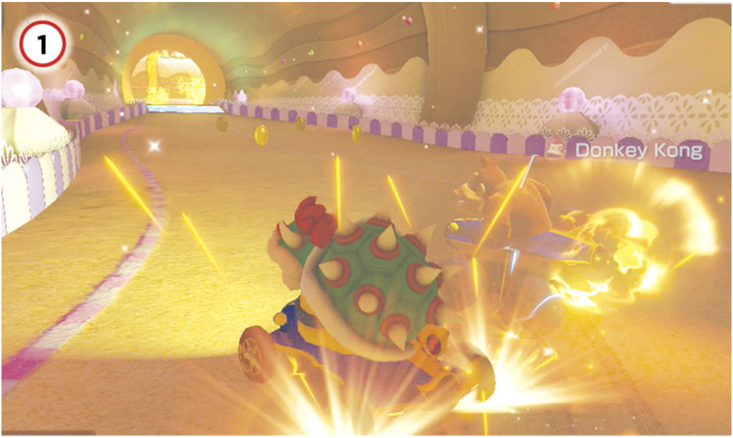


Nintendo's Best 150cc Time Trial Time: 2:07.205
Player: Nin*Fausti

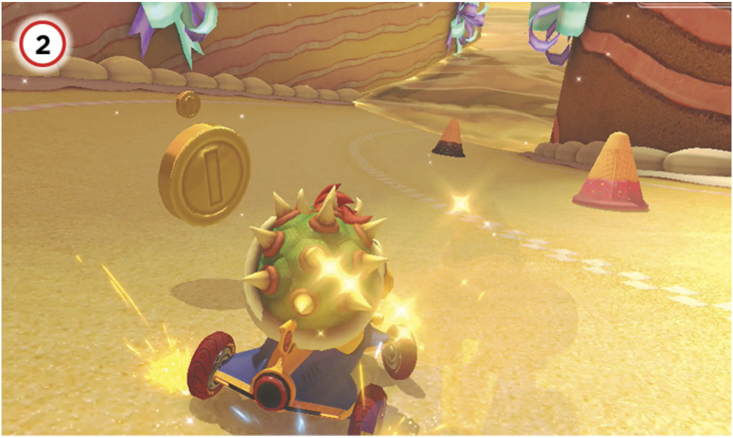
Racer: Baby Peach
Wheels: Wood
Body: Teddy Buggy
Glider: Peach Parasol

Nintendo's Best 200cc Time Trial Time: 1:40.972
Player: Nin*Alice

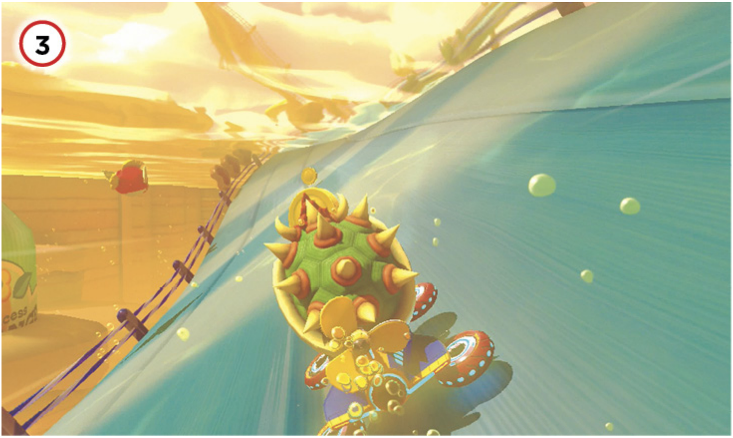
Racer: Peach
Body: Prancer
Wheels: Wood
Glider: Peach Parasol



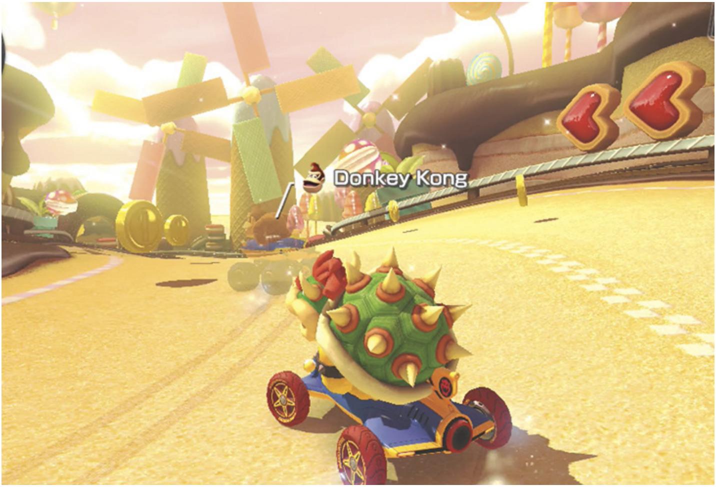
Turns 1 and 2 are critical to your Time Trial. Mini-Turbo drift through Turn 1, and go for the Super Mini-Turbo drift on Turn 2. If you are aligned right, you can snag two of the four Coins before you reach the glide ramp.



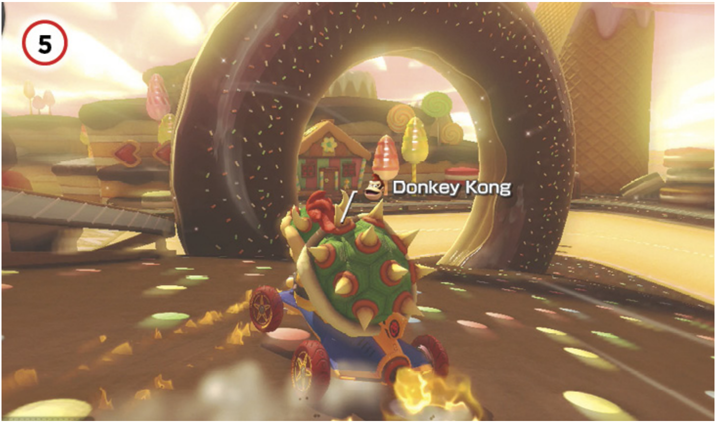
After landing from the long jump, the massive curve follow-up has four Coins to collect. However, it is faster to hug the wall to the right and go for Mini-Turbos. It is possible to do a standard Mini-Turbo before trying for the Super Mini-Turbo before you get to the track split. It is also possible to do one Ultra Mini-Turbo here instead of two separate Mini-Turbos.

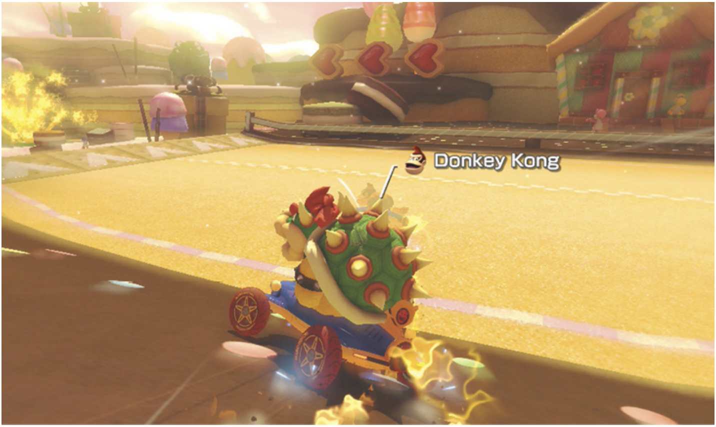


The split routes through and over the water are functionally the same. The right path tends to line you up better for the section beyond, but there is no best choice. Each route features three Coins to collect. If you reach this section on Lap 2 without ten Coins, remember to take the path that you missed to collect the Coins there.



This is where things get exciting. As you leave the split track, collect some Coins while avoiding the Piranha Plants on the side of the road. Your goal here is to line up for the donut shortcut on the off-road section of the track.



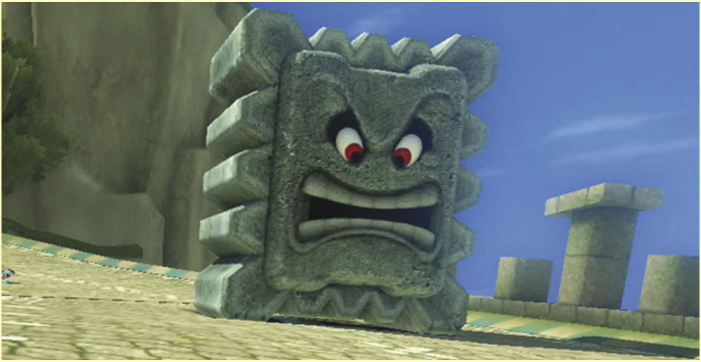


The shortcut requires you to use a Mushroom to boost through the donut hole. The real trick here is that as you're boosting through the donut, you need to already be drifting to the left, otherwise you'll be unable to correct your course in time and will likely hit the far wall. The Mini-Turbo off the drift should straighten you back out for the final stretch. Don't forget to Jump Boost off that last ramp!

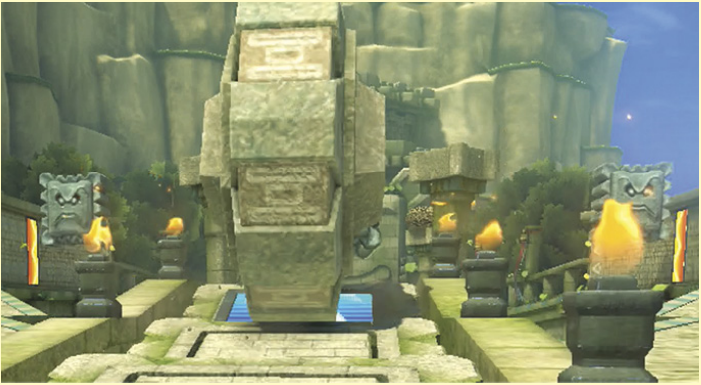
THWOMP RUINS

A fast course that favors aggressive risk taking, the Thwomp Ruins are a perfect finale to the Mushroom Cup. Featuring multiple routes to follow across many sections of the whole course, skilled racers are afforded many different ways to overtake their opponents with more than just items.

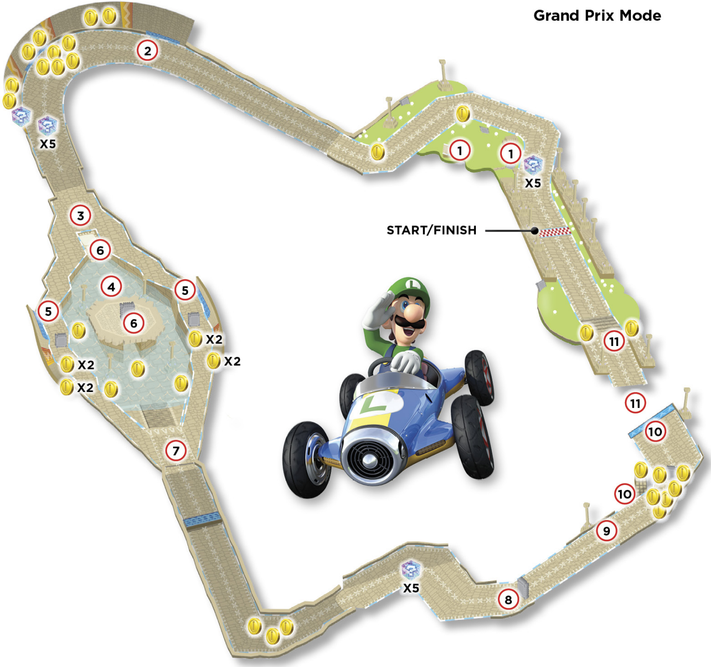
CAUTION: ROADSIDE UNASSISTANCE

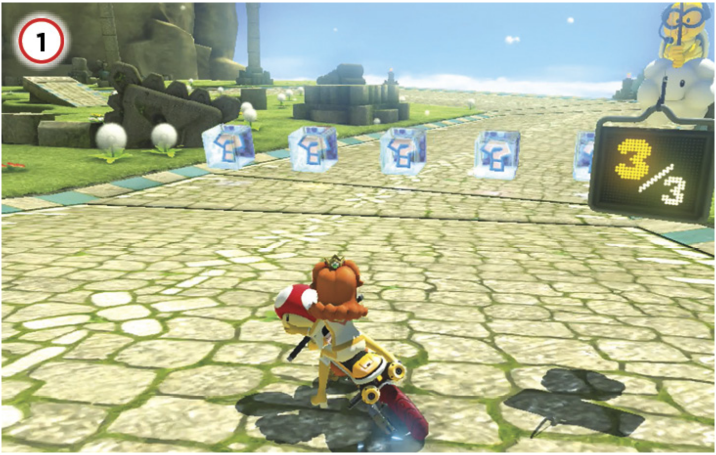


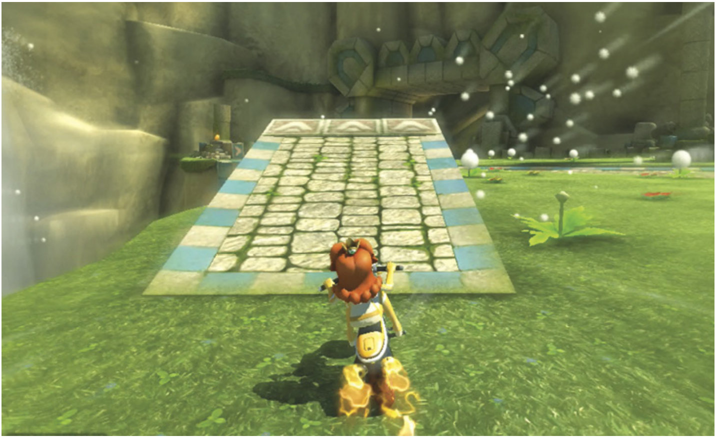
Thwomps: Big, blocky, and more than happy to crush you or otherwise impede your progress, Thwomps are scattered throughout the aptly named ruins.



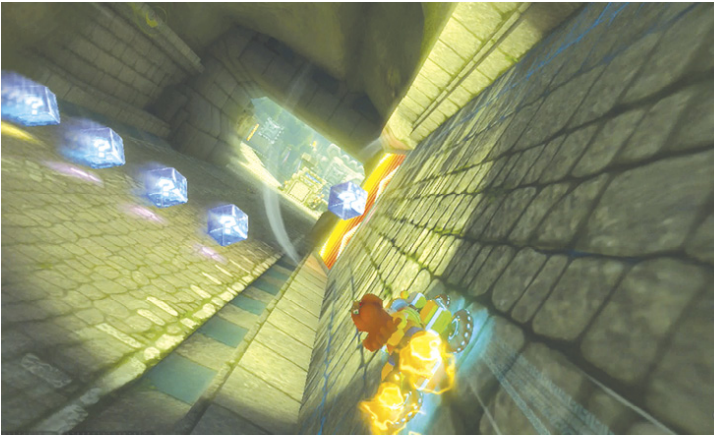
Rollers: The rollers don't make their appearance until Lap 2, and only on a very specific stretch of the course. It's possible to outrun them, or drive around them as necessary. Rollers can help open a path that can cut past parts of the track for a more direct route, so they are not all bad news.



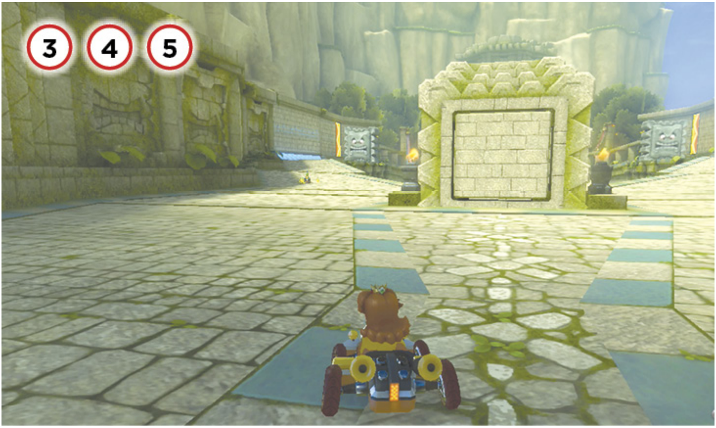


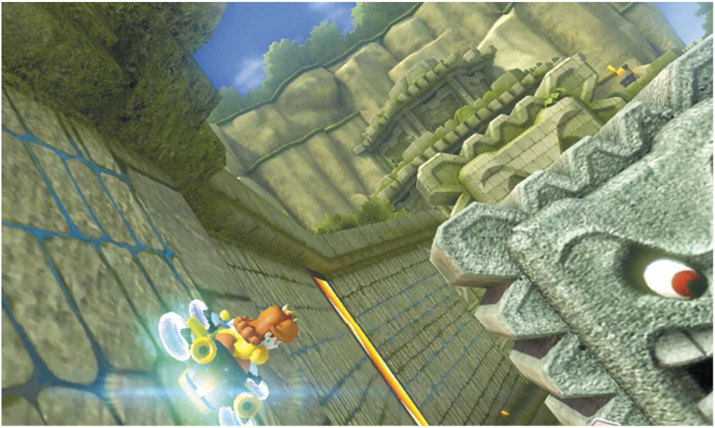


The first turn just beyond the start line can be bypassed with a Mushroom. Aim for the stone ramp on the grassy field on the inside of Turn 1. Be careful for Bananas that computer drivers might try to use to block the approach to the ramp.

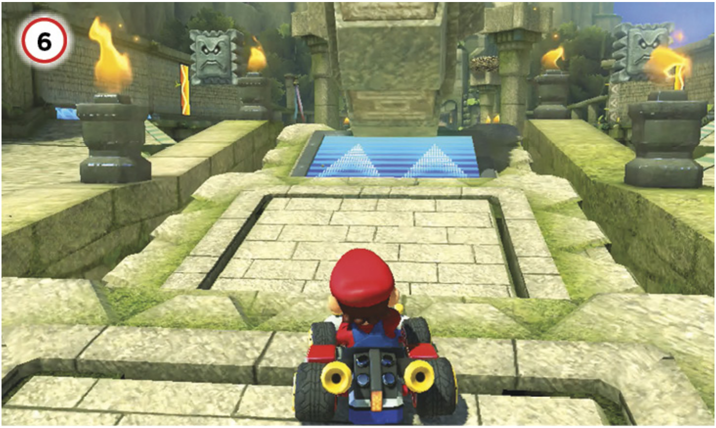


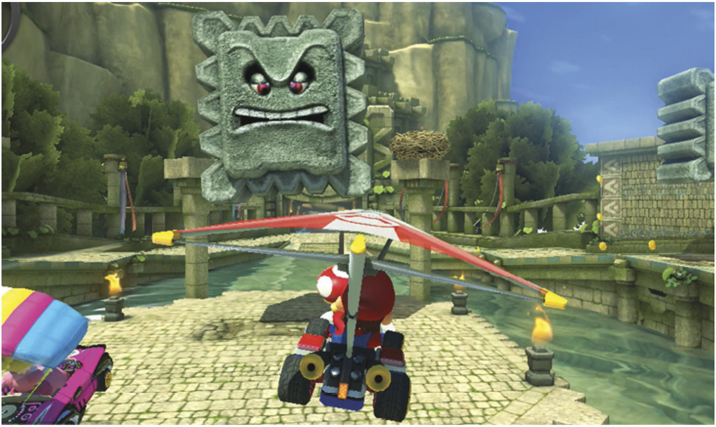
The cave you enter after Turn 2 at first seems rather barren. On Lap 2, rollers will start barreling through the center of the road on the ground. You can either stick to this main road or use the antigravity panels on the wall to the right to ride on the walls. It's faster to stay on the ground and hug the inside of the turn with drifts and Mini-Turbos, but the wall is good for collecting Coins.



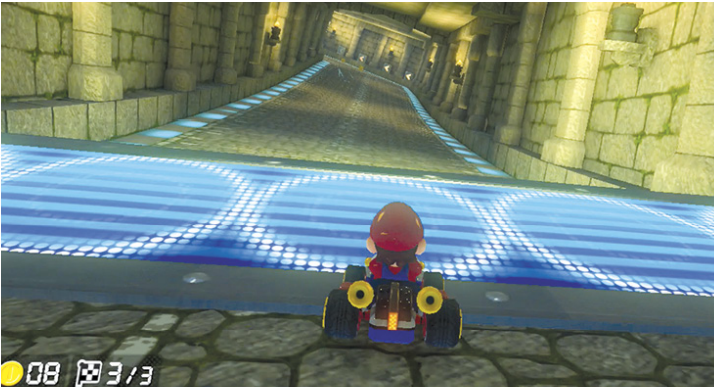


Exiting the cave gives players many optional paths to race through. You can either stick to the middle and dive into the water (**4**), take the roads on the side (**5**), or ride the walls on the side roads. Make sure to take advantage of any ramps and Jump Boost to keep up your speed.

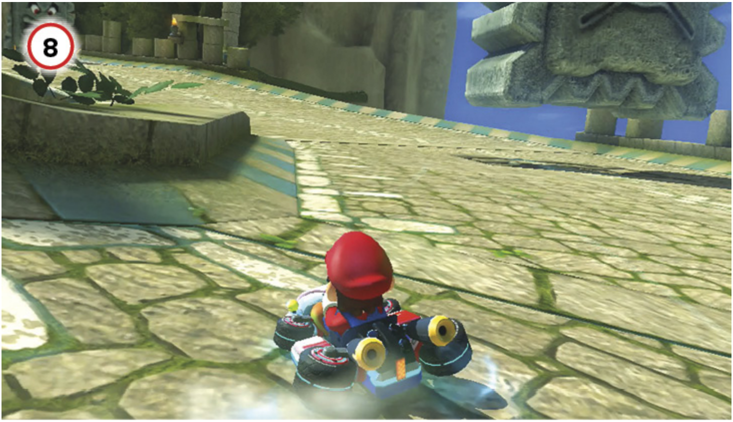




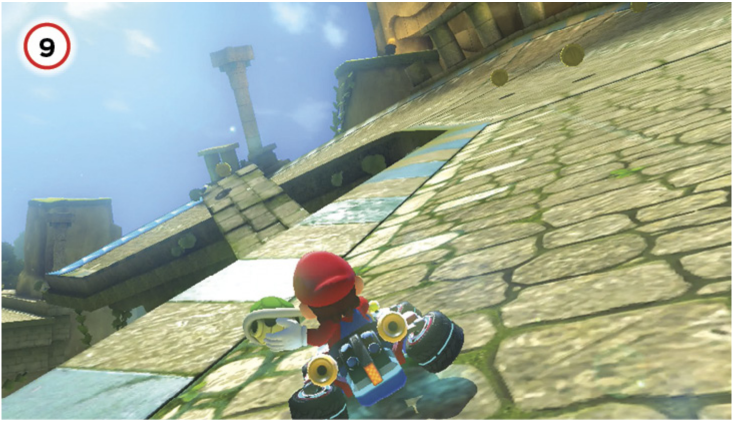
On Lap 2, the rollers can knock down a wall at the center of the split in the road, where the small lake begins. Behind it is a glide ramp that can send you gliding over the water on a more direct path to the next cave. Just mind the Thwomp protecting the central island!



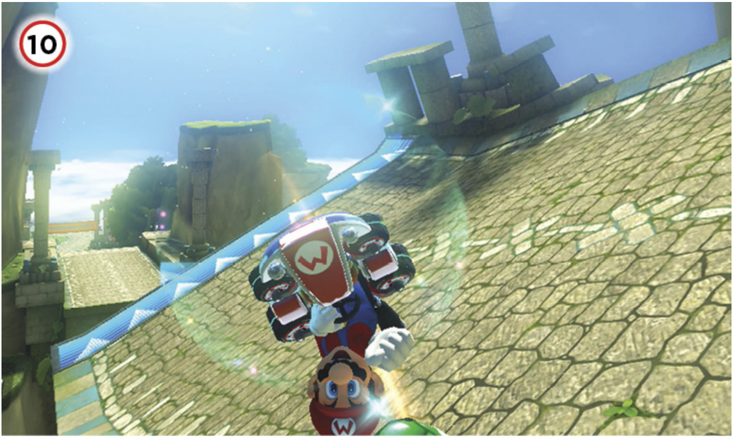
If you took the central route over and through the water, the stairs leading up from the depths can be Jump Boosted, which is a good way to speed into the second cave. You can also Jump Boost off the antigravity panel inside the cave itself.



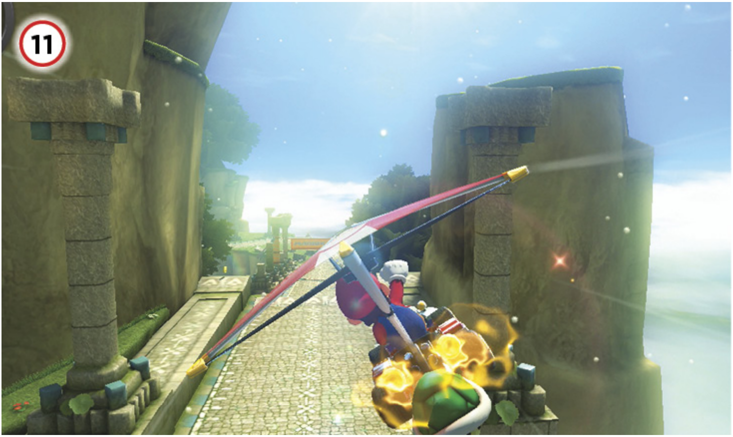
Multiple Thwomps guard the stony S-curve just beyond the second cave. It's safest to favor the inside racing line to avoid the Thwomps.



Staying on the inside line can also set you up for a risky shortcut over a narrow stone ramp. One false move will send you into the abyss and likely cost you a place or two. Be especially careful around heavier racers. They can push you off easily if you're going in side by side.

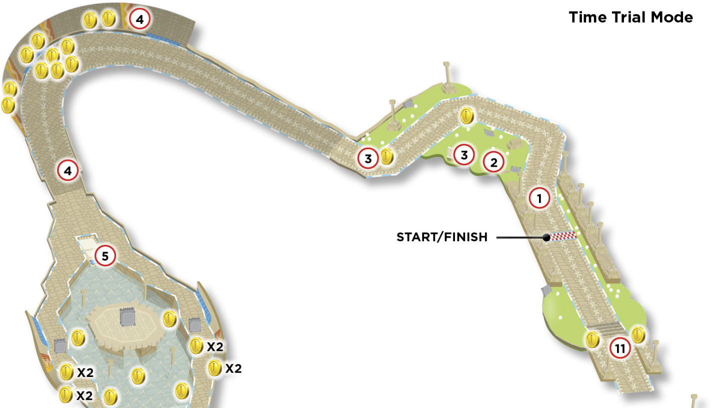


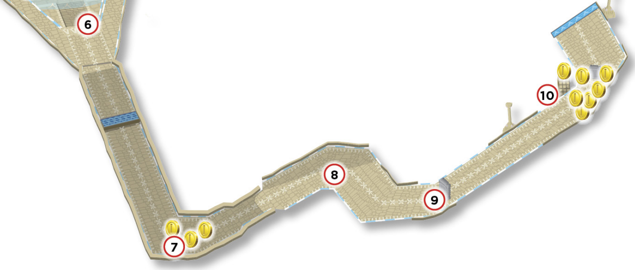
The ramp, and the glide ramp it drops you next to, can be Jump Boosted. If you choose not to take this shortcut, be mindful of racers that do when you are taking the final turn, and be ready to use any items you have to ambush them if they land ahead of you.



The final stretch consists primarily of gliding over a chasm and down a hill toward the finish line. You can cancel the glide by landing early to Jump Boost off of one final ramp. If you time it right and land right on the ramp, and then jump just as you touch down, you'll gain the speed boost and maintain the glider flight.

TIME TRIAL





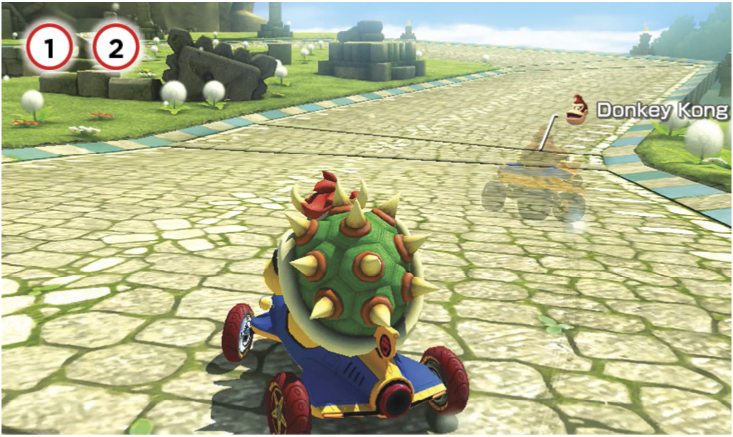
Nintendo's Best 150cc Time Trial Time: 2:12.125
Player: Nin*Sophia

Racer: Donkey Kong
Wheels: Monster
Body: Standard ATV
Glider: Super Glider

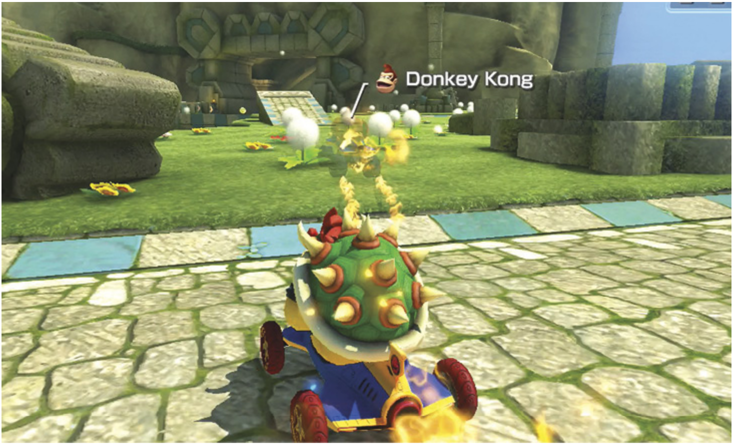
Nintendo's Best 200cc Time Trial Time: 1:31.436
Player: Nin*Skip

Racer: Bowser
Wheels: Standard
Body: Badwagon
Glider: Bowser Kite

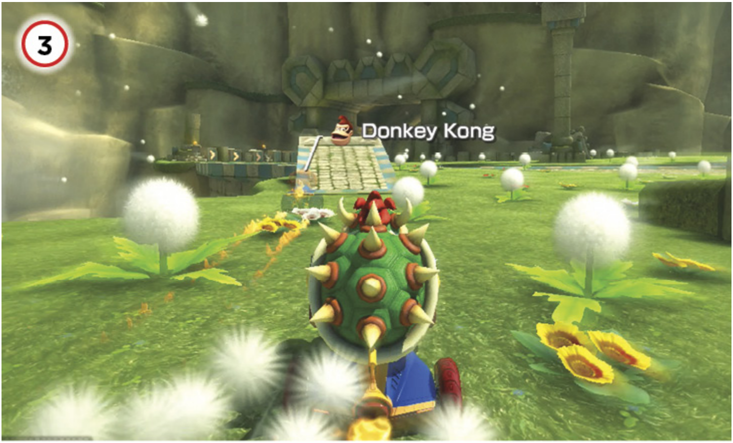
This is one of the most demanding Time Trials of all the Mushroom Cup courses, and arguably one of the most intense in the whole game.



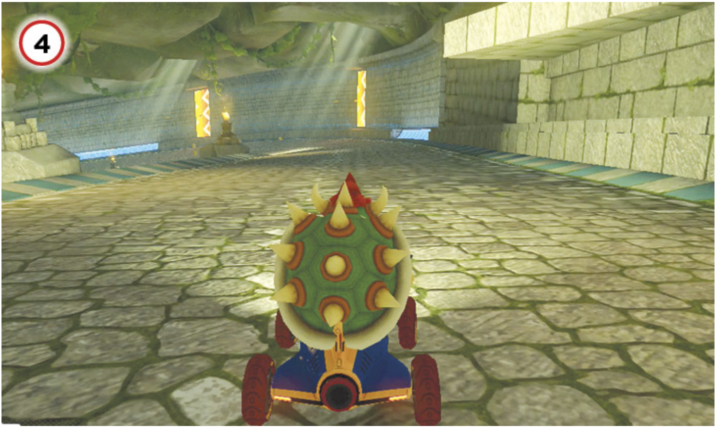
From the moment you start (with a perfect Rocket Start of course), begin drifting left, while trying to keep traveling straight down the track.

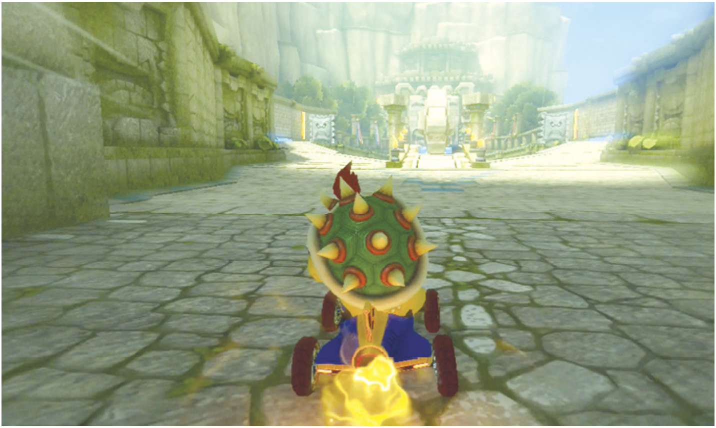


The challenge here is to drift until you're aligned with the ramp on the grass to the left (**2**). You should be able to Mini-Turbo off this drift. Ideally you are aimed perfectly straight at the ramp

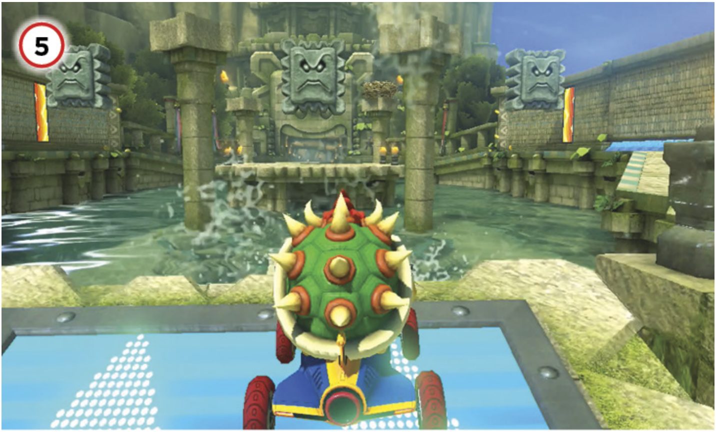


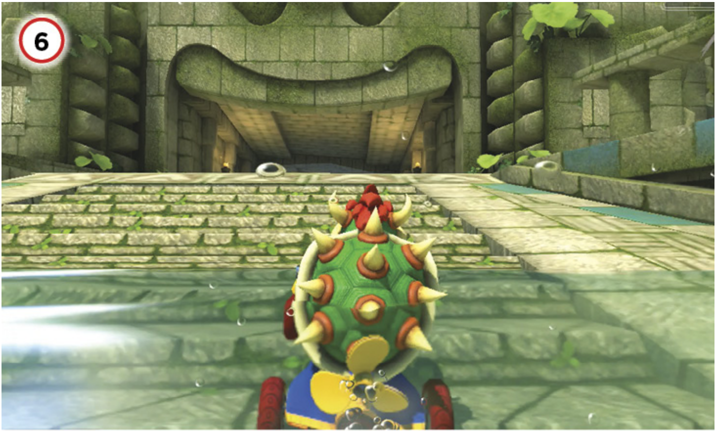
Boost with a Mushroom across the grass, avoiding the ramp and aiming to collect some Coins on the track beyond it. Make sure you don't hit the wall on the left side of the track.



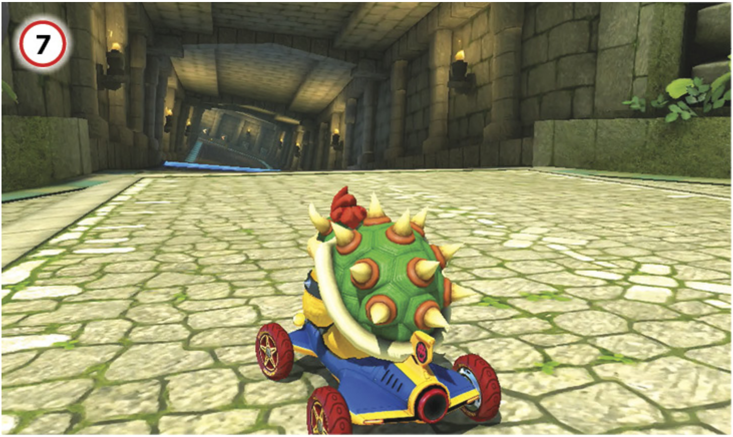


Next, avoid going onto the wall on the right, and drift and Mini-Turbo on the ground level, hugging the wall as best you can. As you exit the turn, dive into the water at the center of the course to collect two of the Coins there. On later laps, the glide ramp over the water in the center of the next area will be opened by stone rollers, and will be a straighter, faster route.

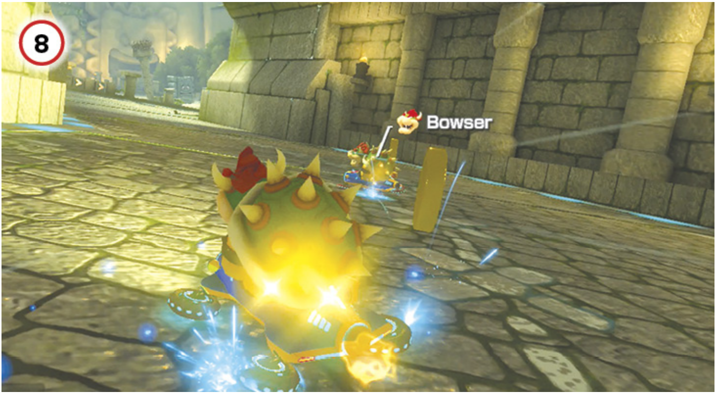




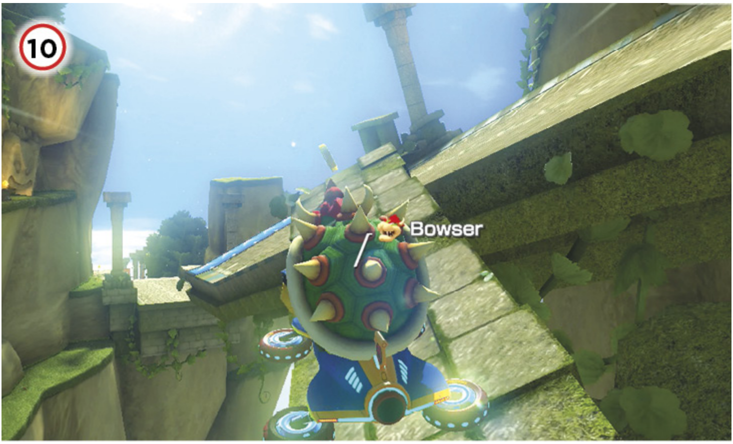
The underwater section of the course is actually faster than the wall rides on either side of the track. You can snag two Coins on either side of the central platform, and score a Jump Boost as you hit the edge of the stairs while exiting the water.



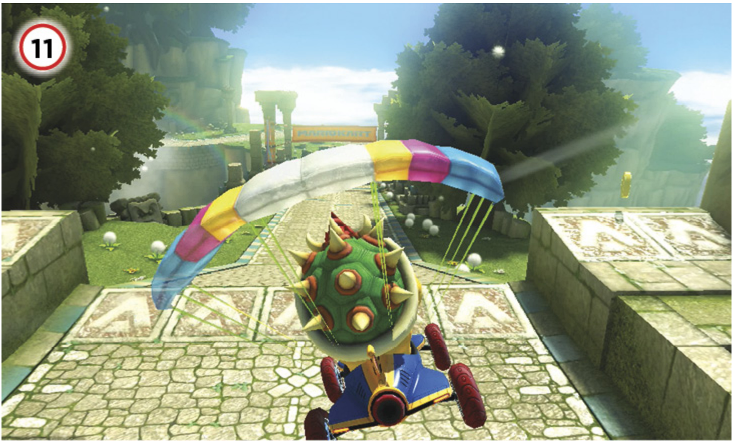
Drift through this cave, hugging the turn as close to the wall as possible. You can make up for passing these Coins later.



The next few turns can and should be drifted and Mini-Turboed through as tight to the inside as possible, while avoiding the Thwomps. Your entire goal in this section is to set yourself up to use another shortcut.



Take this stone ramp as opposed to taking the much wider route to the right of it. Jump Boost off the ramp, which should carry you to the glide ramp on the main track.



You can get one last burst of speed by Jump Boosting off one of the ramps on the hill facing the finish line. Time your landing and jump off the ramp right—you'll be able to glide farther.

The Tracks

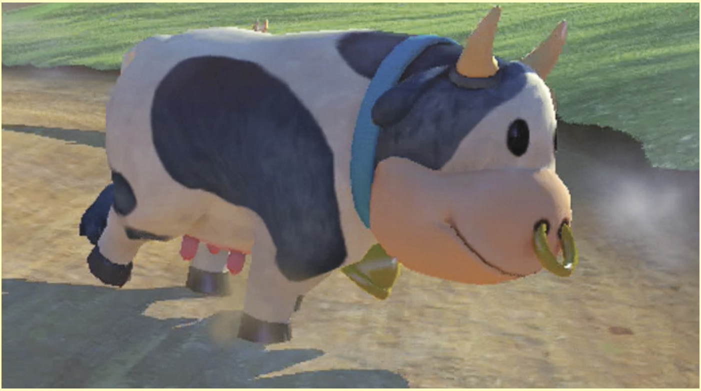
Shell Cup

WII MOO MOO MEADOWS

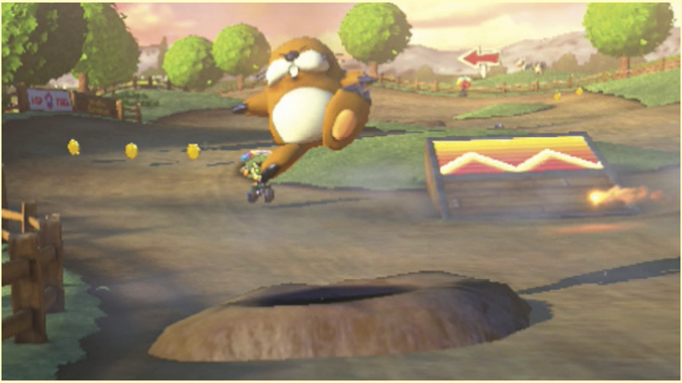
MARIOKART
MooMoo Meadows

Moo Moo Meadows has seen subtle changes from its debut in *Mario Kart Wii.* Most noticeably, the local Moo Moo population has increased, which makes racing through the gentle curves and hills of the meadows more of a challenge. This is a short race course, with large open spaces for drivers to maneuver through.

CAUTION: ROADSIDE UNASSISTANCE



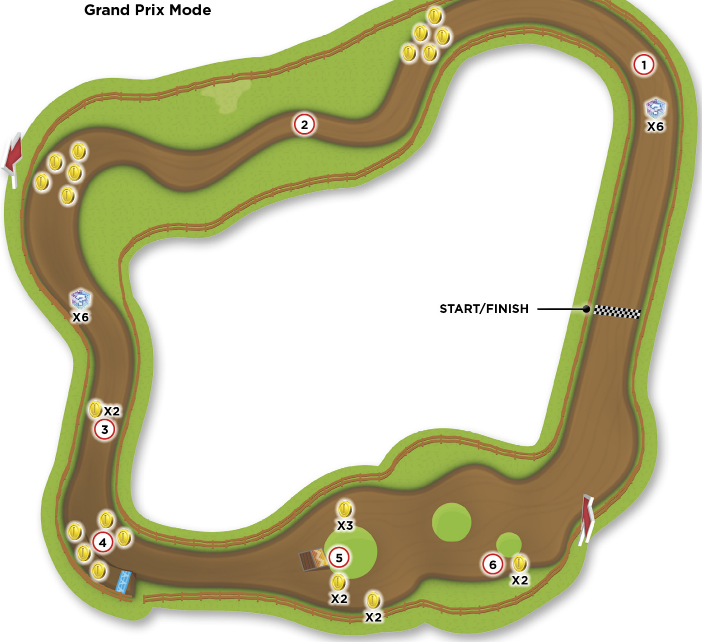
Moo Moos: These herbivores lazily wander near and onto the racetrack, forcing players to get creative to avoid running into them. Moo Moos can stop even the heaviest racers in their tracks, and are large enough to easily mess with your ideal racing line.



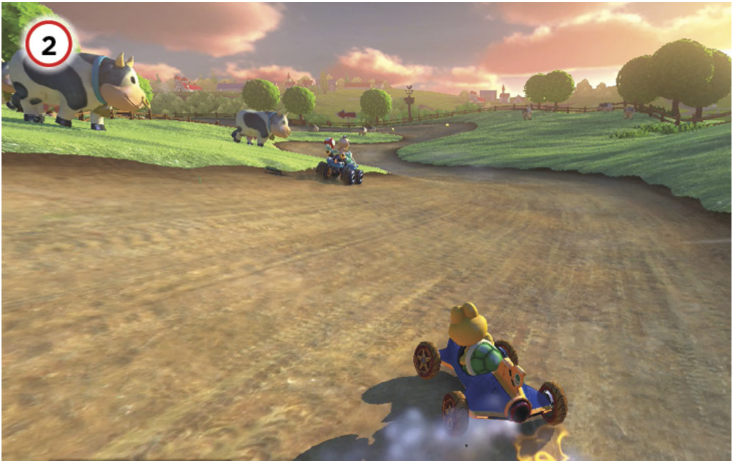
Monty Moles: These little guys burrow through the ground, occasionally leaping into the air to try and surprise you. It's possible to score Jump Boosts off of the molehill trails they leave behind while they are digging through the ground.

GRAND PRIX

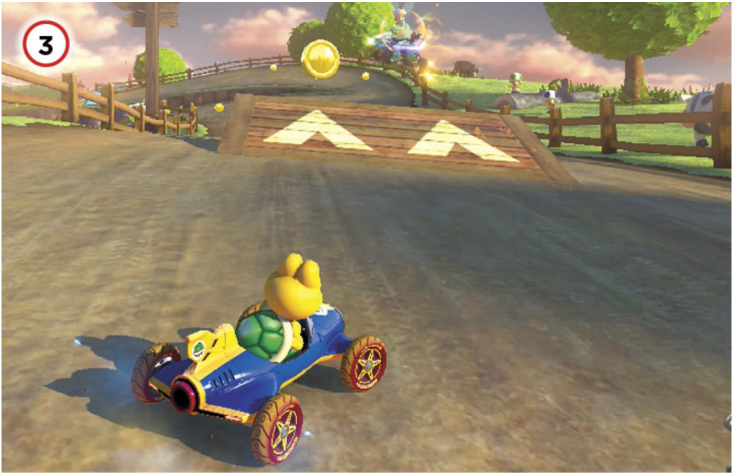
Grand Prix Mode



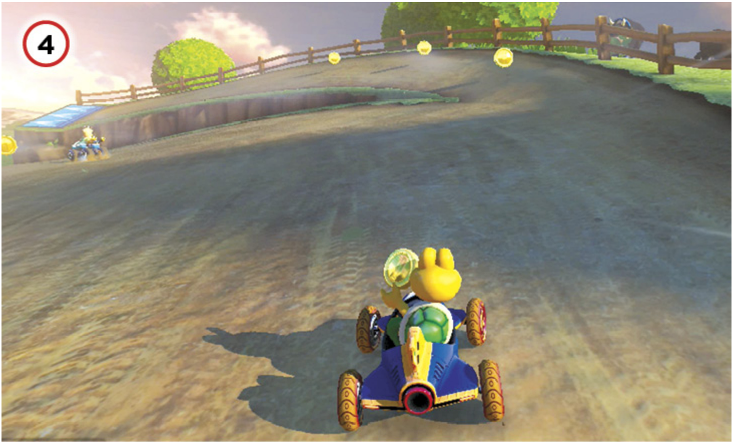
The opening left turn should give you an idea what to expect through each lap: wide-open spaces on the track itself, which makes using any non-homing weapons on your rivals more difficult.



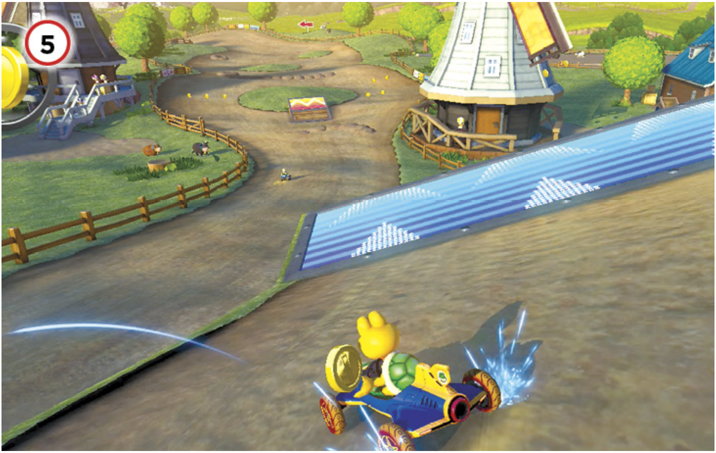
Things get a bit more interesting when you reach the field inhabited by Moo Moos. Their constant wandering makes trips through this section different with every lap, as they start crossing onto the main track over the course of the race! The winding S-curves through this field can be cut down significantly with proper Mushroom boosts across the grassy hills.

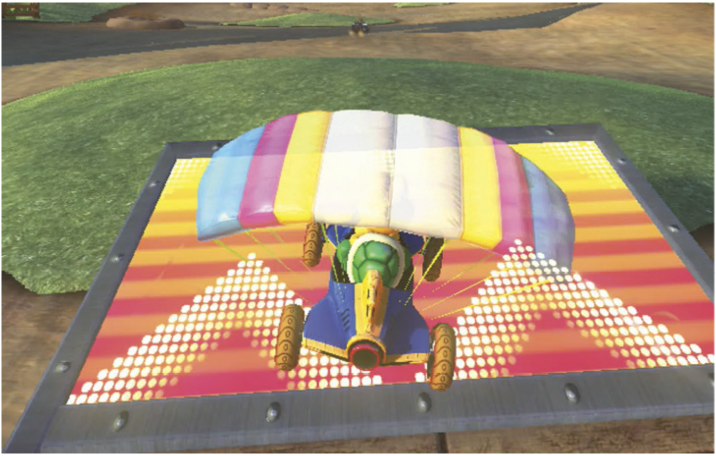


Jump Boost off this ramp for extra speed, and get ready to choose your path on the upcoming left turn.

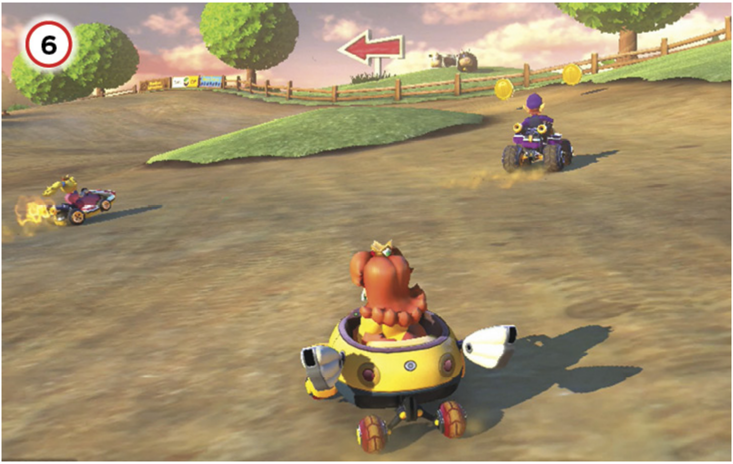


You can choose to follow a route that earns you more Coins, eventually taking to the sky with a glide ramp. The lower, faster path denies you the ability to fly over some of the bumpier terrain in the section that follows.





Flying from the glide ramp gives you a chance to bypass the hilly final section of the track, avoiding pesky Monty Moles in the process. You can extend your flight by landing on another dash panel ramp at the center of the hilly mole field.



If you choose to not take the glide ramp into the air, make sure you Jump Boost off the dash panel ramp and any molehills in your direct path, but otherwise focus on avoiding patches of grass on the hill. There are many Coins scattered throughout this field, but it's not worth sacrificing speed or first place to go out of your way to collect them.

TIME TRIAL

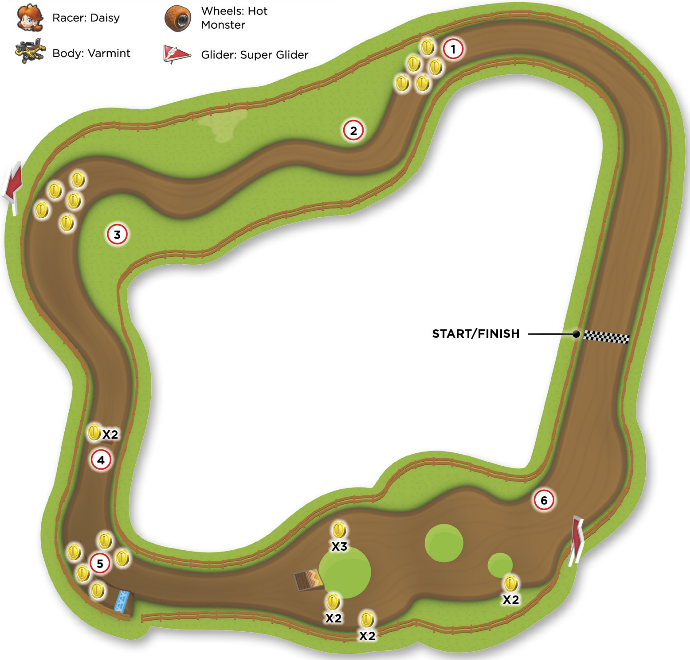
Time Trial Mode

Nintendo's Best 200cc Time Trial Time: 1:09.980
Player: Nin*Leonel

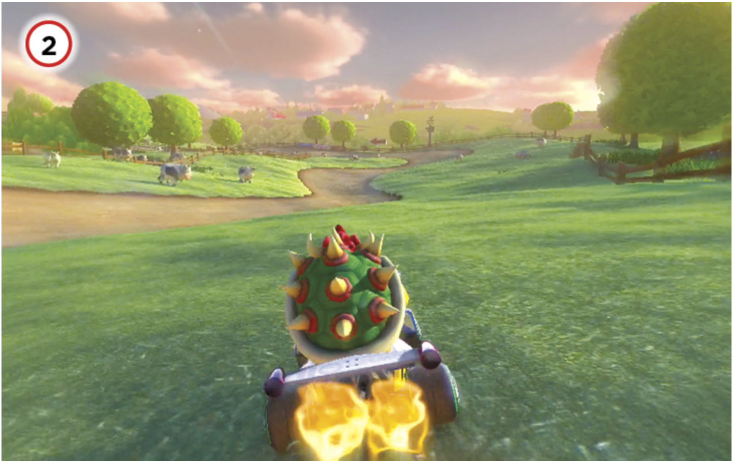
Racer: Baby Daisy
Wheels: Cyber Slick
Body: Sneeker
Glider: MKTV Parafoil

Nintendo's Best 150cc Time Trial Time: 1:41.846
Player: Nin*Chris

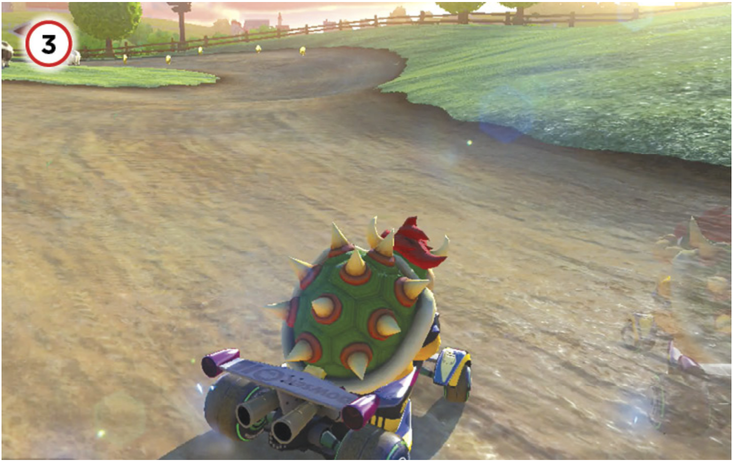
Racer: Daisy
Wheels: Hot Monster
Body: Varmint
Glider: Super Glider



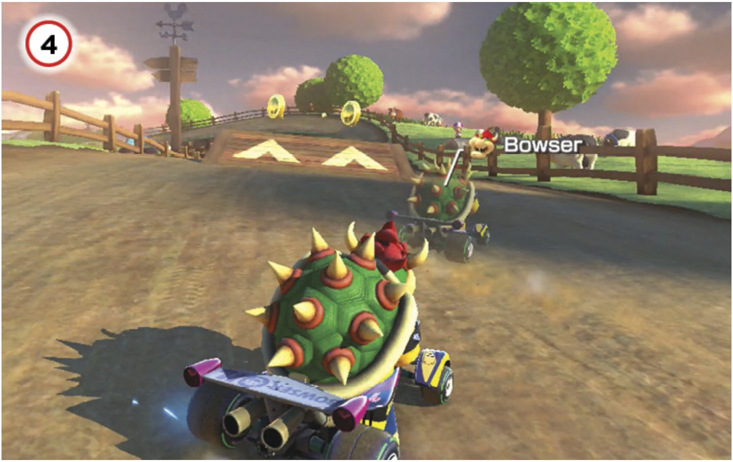
In general, you want to take the turns as close to the inside as possible to squeeze as much time off your laps as you can. However, in your first lap you need to reach ten Coins quickly. Taking the outside line to snag three Coins just before reaching the Moo Moo field might be worth it.



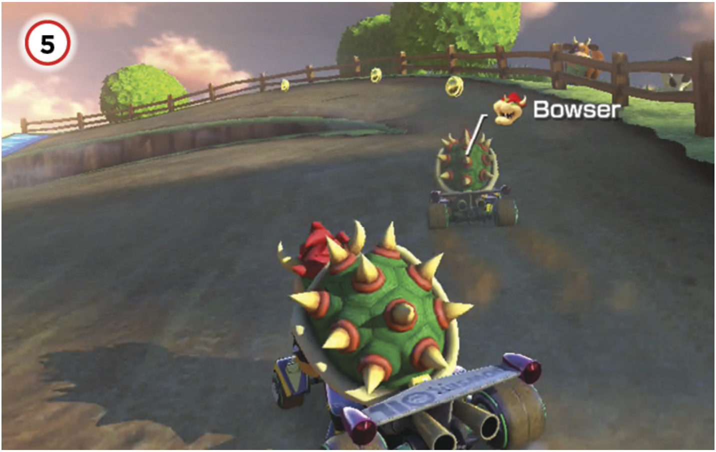
The Moo Moo field has at least two good points to use a Mushroom on. The first is over a patch of grass on the right-hand side of the course just as you get past the first set of Coins to collect. Through all three laps in the Time Trial, this is a consistently safe route to avoid Moo Moos while maintaining good speed.

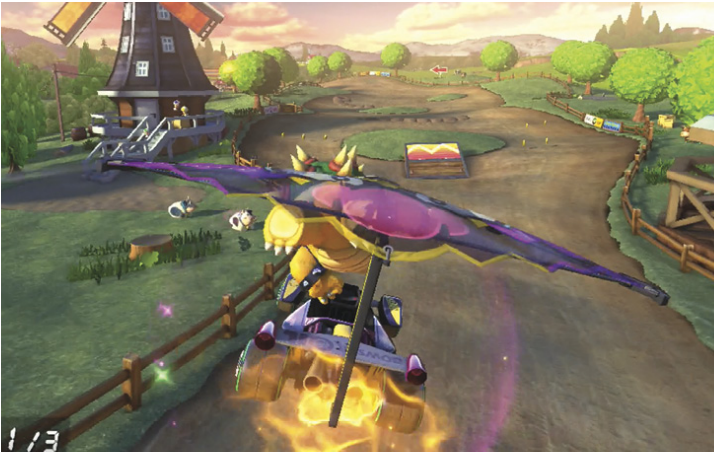


You can cut another section of the course by using a Mushroom to blast across the grass to the left of a second group of five Coins. Moo Moos tend to complicate this crossing during all three laps, and misjudging your Mushroom boost might have you lose speed in the grass if it wears out before you reach the track again.

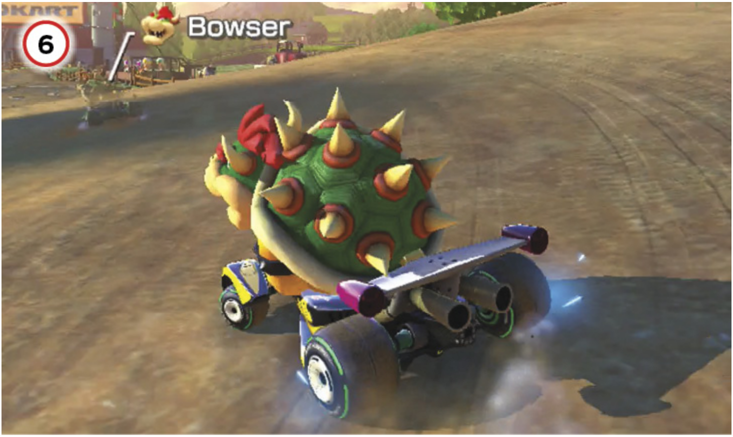


You can Jump Boost off the ramp for Coins if you need them, but it's best to avoid it if you don't.



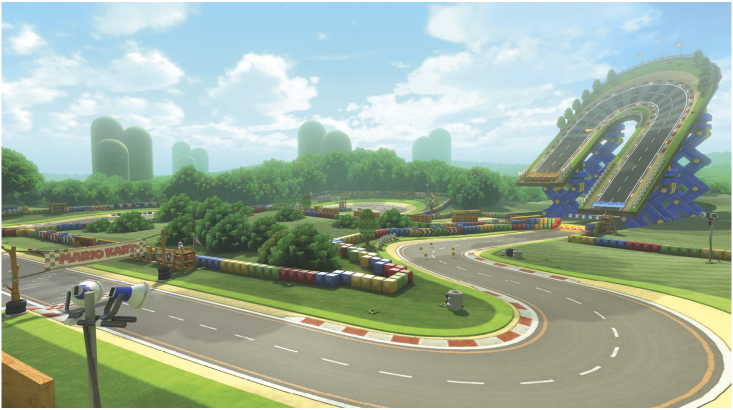


It’s arguably faster to take the inside of this turn and avoid using the glide ramp entirely. However, with the right angle and timing, you can Jump Boost off the glide ramp, land and Jump Boost off the dash panel ramp in the middle of the last field, and extend the flight even farther by Jump Boosting off a molehill!



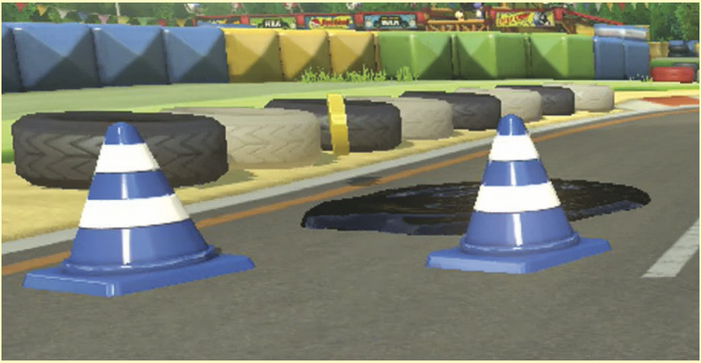
Cut this final left turn as much to the inside as you can. Swinging out too wide can cost you precious seconds.

GBA MARIO CIRCUIT



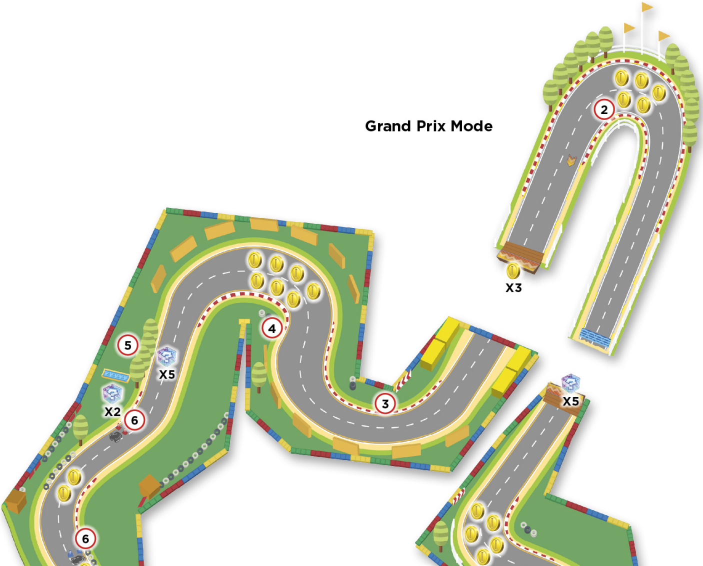
Despite the addition of antigravity panels and having an entire portion of the course lift into the sky, this returning iteration of Mario Circuit is still a fairly traditional course. Emphasizing the basics of *Mario Kart* racing, the various turns of Mario Circuit reward the racer willing to cut corners tighter than the rest.

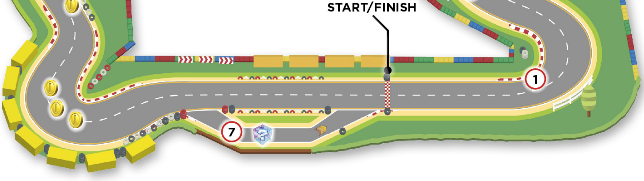
CAUTION: ROADSIDE UNASSISTANCE

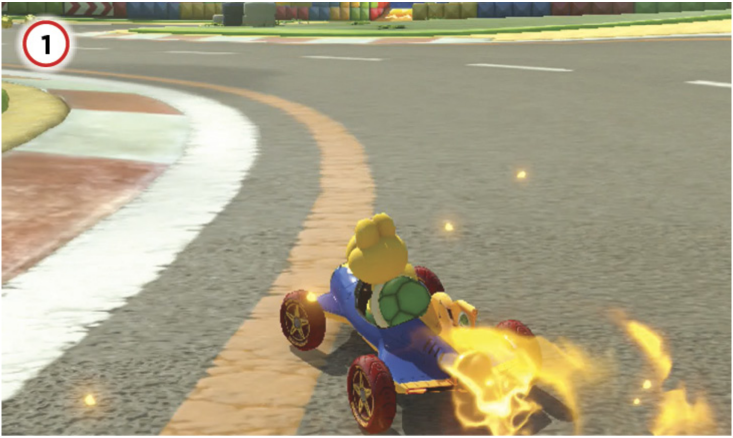


Oil Slicks: Oil has spilled onto portions of this course, and will cause any racer that drives over it to lose control! These hazards start the race marked by road cones, so keep your eyes open.

GRAND PRIX

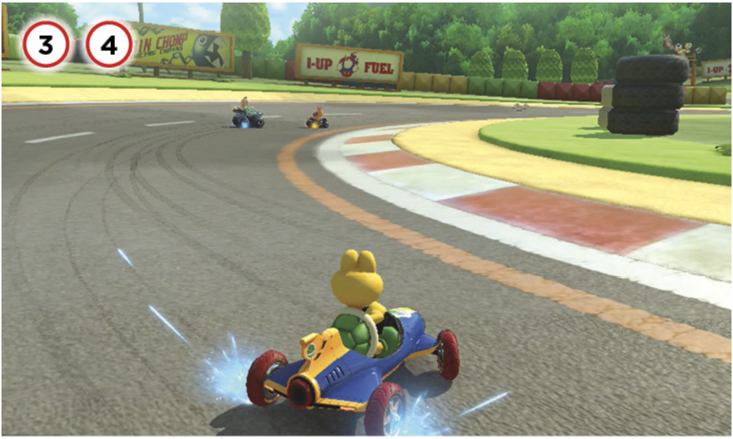




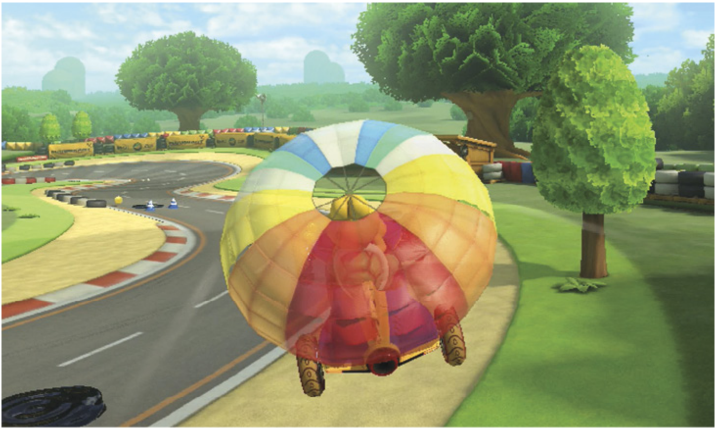


The opening two turns can be cut heavily by boosting across the grass with a Mushroom. You won't have this at the start of Lap 1 in a race, but if you do get a Mushroom, consider holding on to it specifically to cut the first turn. It'll put you on a line to collect some Coins on your way to an antigravity panel.

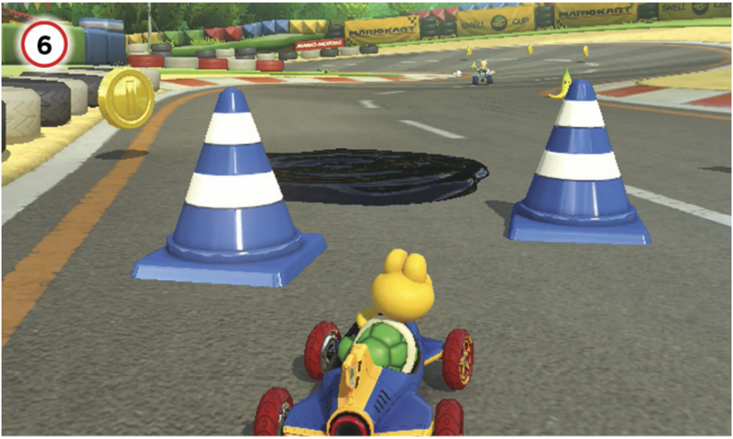
Just past the antigravity panel on the mid-air portion of the course is a sharp hairpin left. Keep to the inside to hit a dash panel on your way back downhill. The dash panel itself is a great location to set Bananas or to shoot Green Shells at pursuing racers who are trailing you while trying to reach the dash panel themselves!



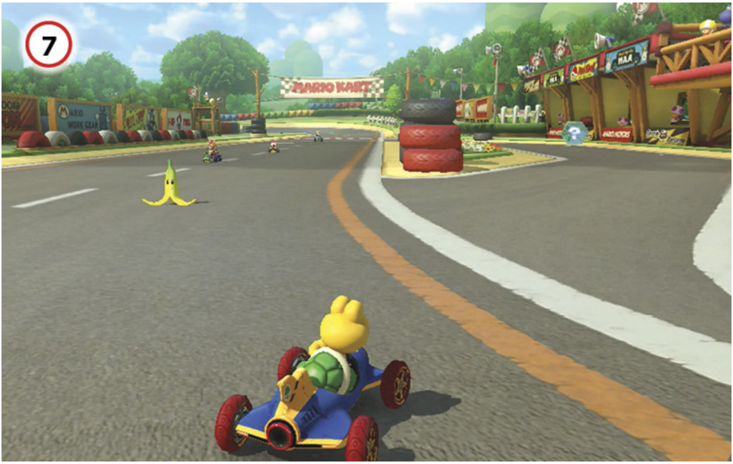
A hairpin right comes just after returning to the ground level of the course. This turn, and the turn after it, are ripe for being cut with the use of Mushrooms to blast across the grass. However, the second of these turns is where such a tactic will be of greater use.



Off the road to the right of another cluster of Item Boxes is a glide ramp that can launch you across a good chunk of the course. You do need a Mushroom to access it, as the rough grass in front of the ramp will slow you down otherwise.



Watch out for the oil slicks marked by road cones in this section. Short of having a Super Star to plow through them unharmed, your best defense is to simply avoid them. Clever players can set up traps with Bananas that can send a rival spinning into an oil slick, costing an opponent up to six Coins for hitting both hazards!



After the final left turn leading to the final straightaway, check the right side of the track to see the entrance to a small pit area that contains an Item Box and a dash panel. With some clever drifting, you can score a Mini-Turbo before you hit the dash panel to cross the finish line. Consider dropping Bananas here to trip up your rivals.

TIME TRIAL

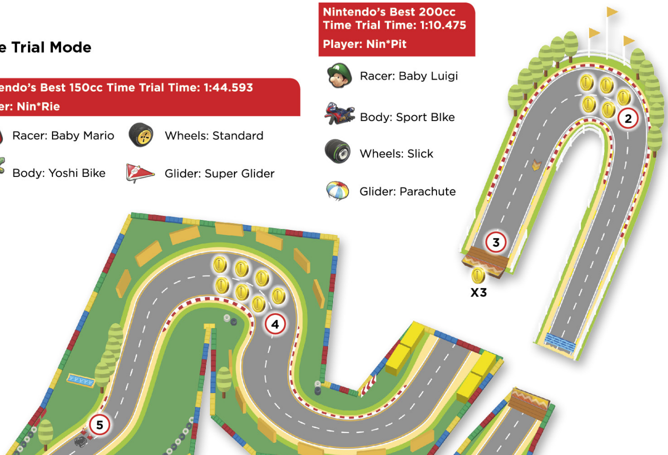
Time Trial Mode

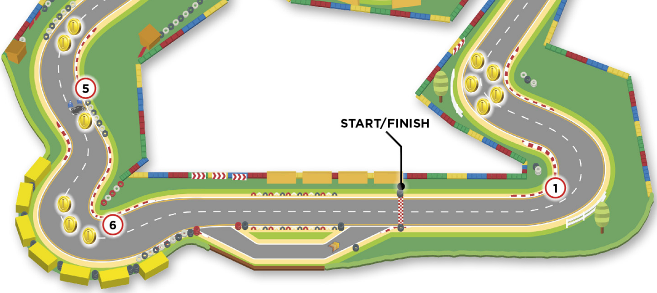
Nintendo's Best 150cc Time Trial Time: 1:44.593
Player: Nin*Rie

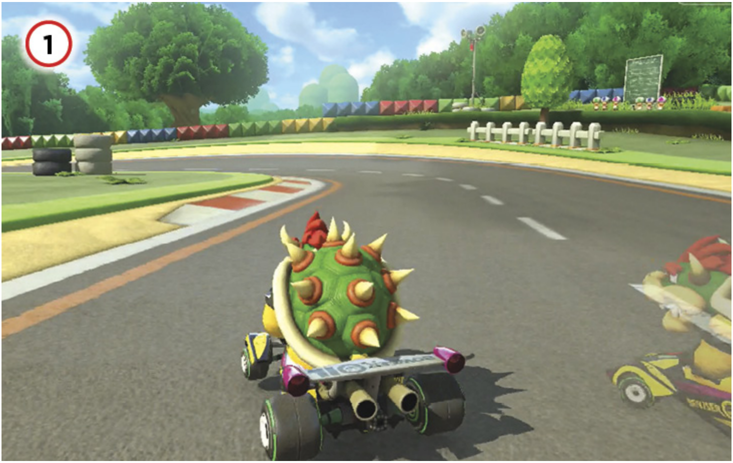
Racer: Baby Mario
Wheels: Standard
Body: Yoshi Bike
Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:10.475
Player: Nin*Pit

Racer: Baby Luigi
Body: Sport BIke
Wheels: Slick
Glider: Parachute

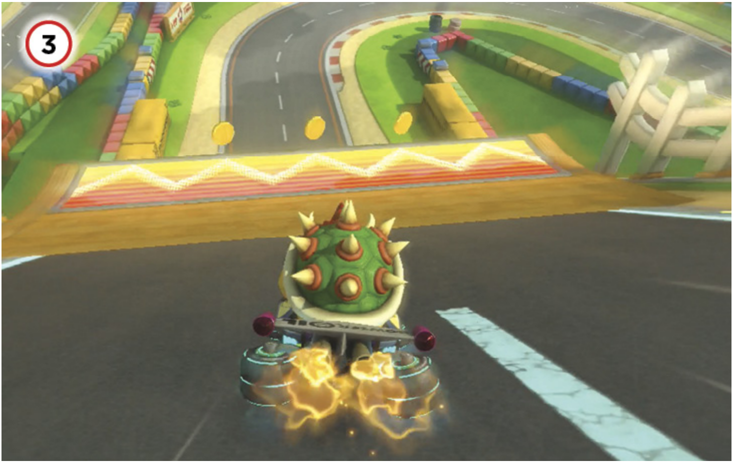






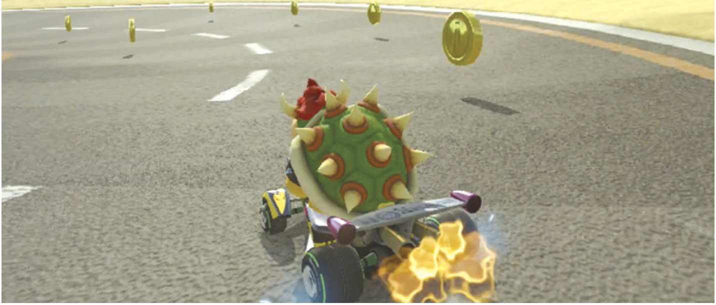
Arguably, it might be a good idea to start Lap 1 of your Time Trial by burning a Mushroom to cut the first corner. With the right angle, you'll speed across the grass and be lined up to snag some Coins for your trouble.

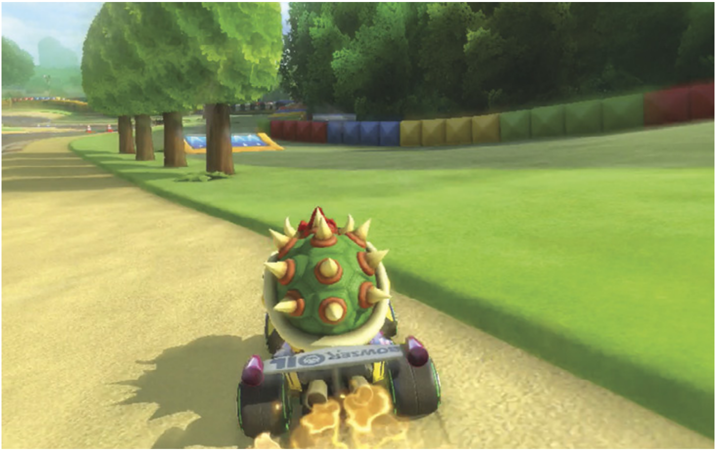
After getting launched up to the raised portion of the track, the hairpin has five more Coins—two on the inside line and three on the outside. For Lap 1, it may not be a bad idea to take the turn wide to collect the outer three Coins. If you cut the turn early enough after collecting the three, you can still get back to the left side of the track in time to hit the small dash panel.



Don’t miss collecting one of the three Coins at the end of this dash panel ramp.

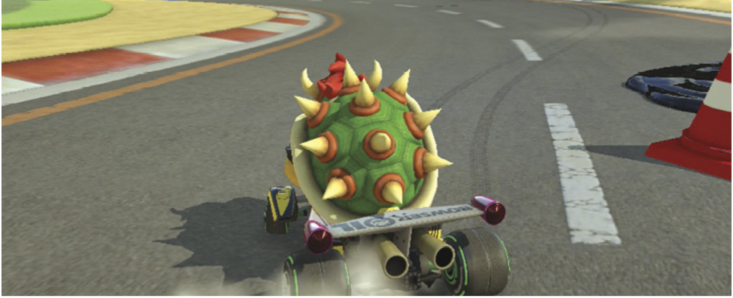
4
CHAIN CHOMP
Red Shell
1-UP FUEL



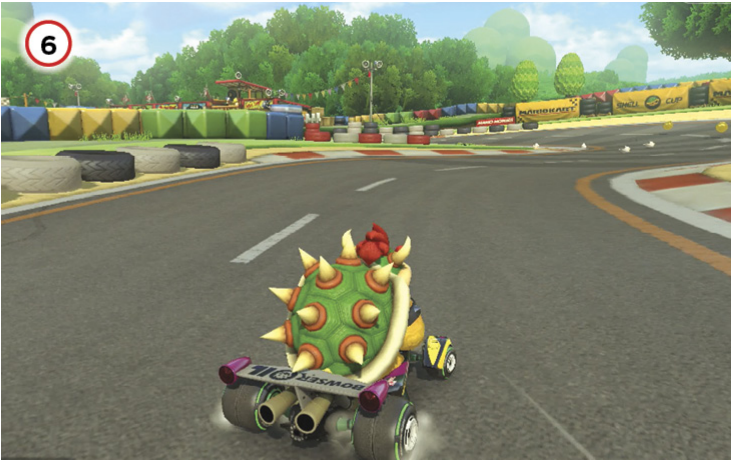


There are seven Coins to collect on this turn, but ideally you'll only collect the three on the inside of the track during Lap 1. Don't waste a Mushroom to reach the ramp on the grass after the turn!

5
MARIO MOTORS
MARIO MOTORS

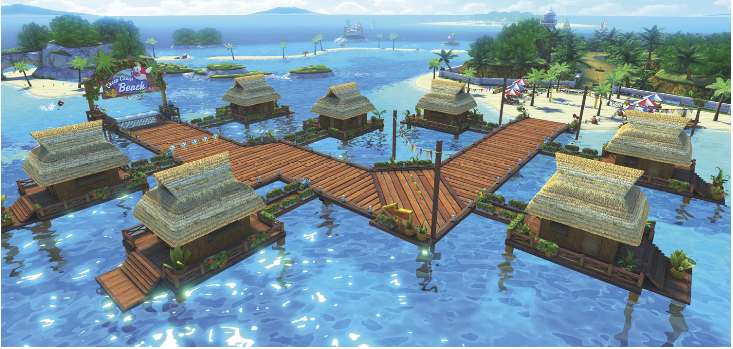


Watch the oil slicks on the road, and collect Coins if you still need your ten. Take the most direct route through the curves leading to the final turn, with minimal turning to avoid slowing down unnecessarily. Make sure you grab the Coins here if you still need them! As you reach the second oil slick, begin drifting to set up your approach for the final left turn.



Take this last turn as tight as possible. You can also use a Mushroom to cut across the grass just to the right of the tire barrier while drifting, and Super Mini-Turbo toward the finish line.

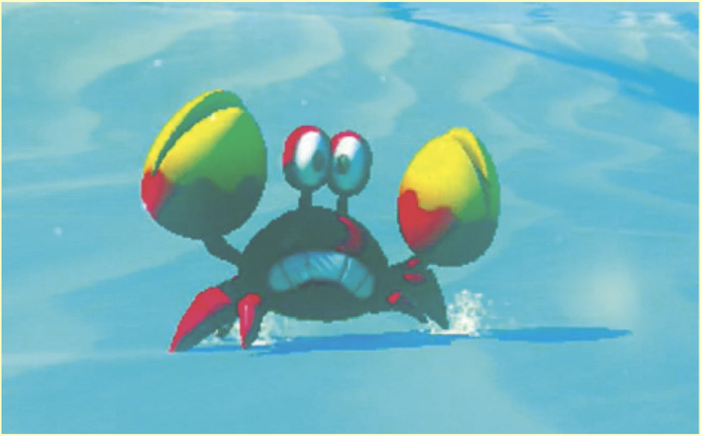
DS CHEEP CHEEP BEACH



Cheep Cheep Beach is an even faster race course than it was when it first appeared in *Mario Kart DS*! With the ability to drive underwater with significantly fewer restrictions, this track has expanded in scope considerably, making for some very intense races during the Grand Prix. Shrewd racers have plenty of ways to cut down their lap times to stay ahead of their rivals.

CAUTION: ROADSIDE UNASSISTANCE

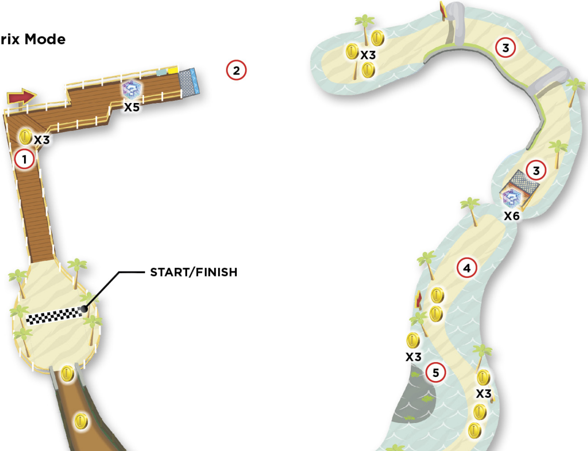
Cheep Cheeps: Lurking in the waters around this tropical landscape, Cheep Cheeps will occasionally leap out of the water to try and surprise reckless, unaware drivers.

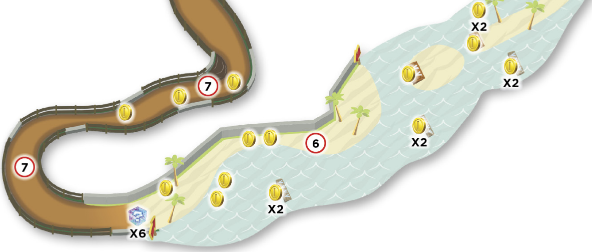


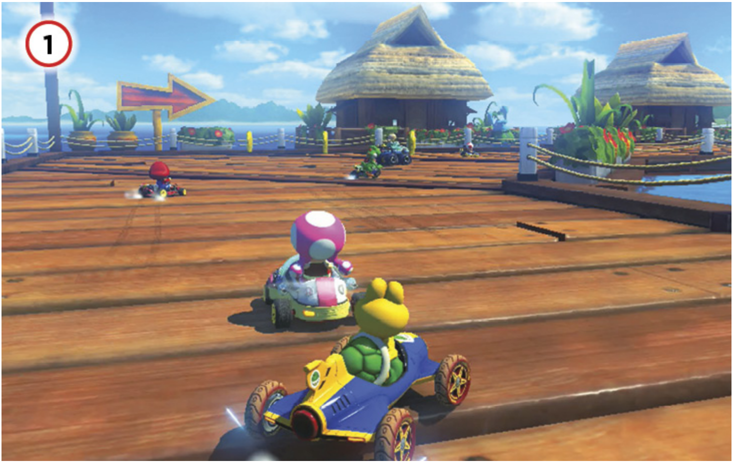
Sidesteppers: Crawling on the beaches or underwater, Sidesteppers can wander into your path and force you to pull off some creative driving maneuvers to avoid an accident.

GRAND PRIX

Grand Prix Mode

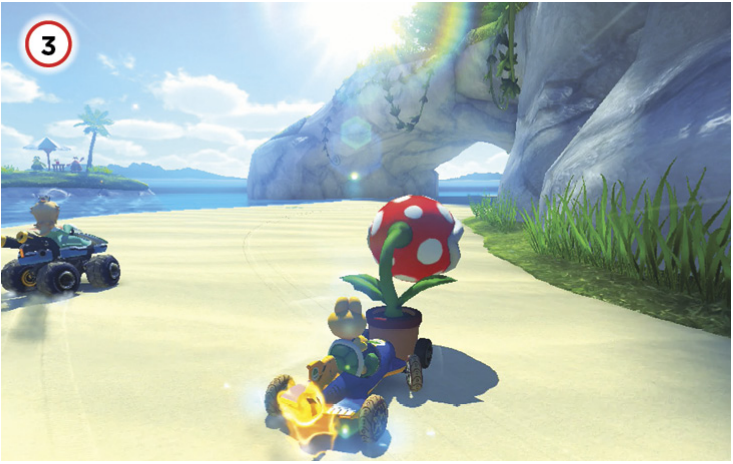




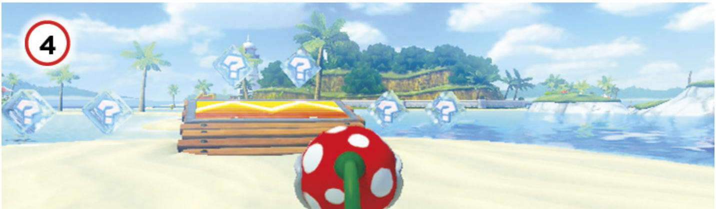


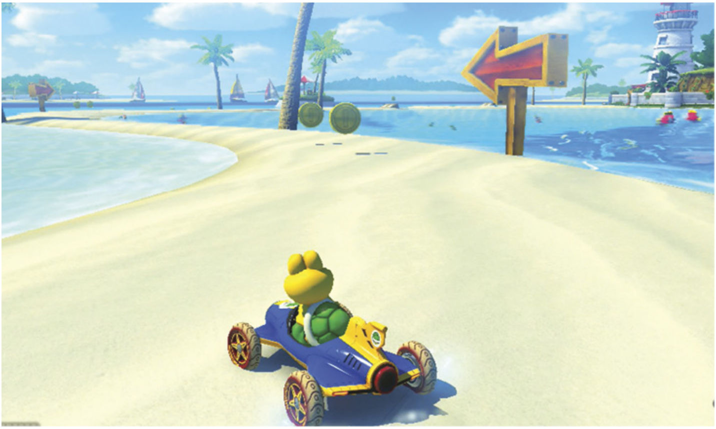
When drifting through the dock here, watch out for sudden changes to the shape of the sides of the boardwalk.

The glide ramp launches you over a large stretch of deep water. Watch out for Cheep Cheeps flying through the air, and aim to land back on the beach as soon as possible to collect some more Coins.

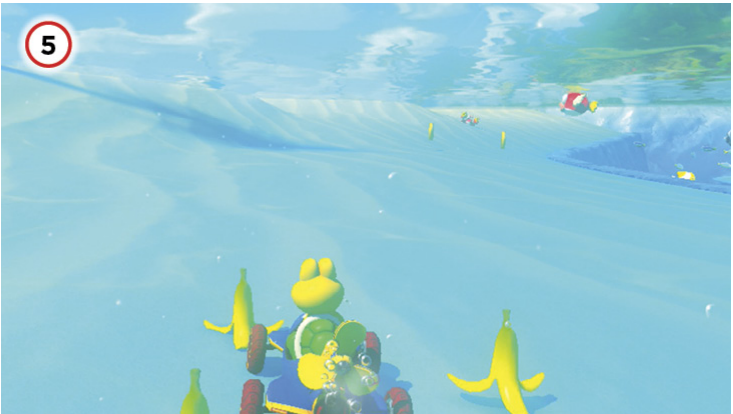


After an easy right turn, you'll race down another section of the beach, toward a dash panel ramp and a number of Item Boxes. While you can avoid using the dash panel ramp, there's not much call to do so. Hit it straight, aiming for the curving strip of sand poking out of the water.

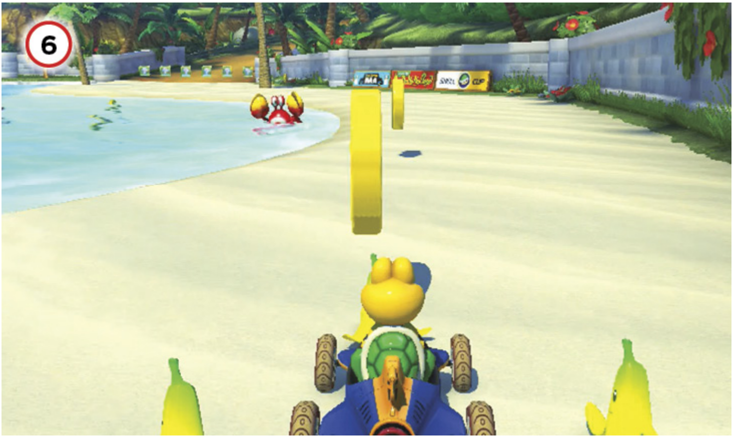




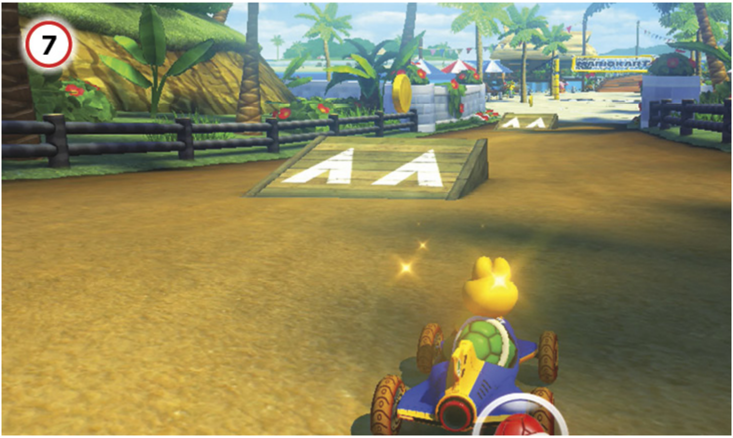
You have some options here. The waters to the left of the beach road have underwater ramps with Coins on them. The sand strip itself has plenty of Coins and a couple of ramps to Jump Boost off of, and it can be drifted through with ease. It is narrow enough that you may be forced into the water to avoid Shells and Bananas, however.



There is also a water route you can take just to the left of this red arrow telling you to make the turn. Once under the water, a Mushroom can blast you over some rough terrain—a faster choice compared to drifting around it.



Sidesteppers will be crawling all over this section of the beach and in the waters to the left of it. We recommend sticking to the beach, collecting Coins and avoiding trouble with the Sidesteppers. Watch out for incoming items, and don't be afraid to use the trees to block incoming Shells.



After exiting the beach via a hard right turn, smoothly work your way through the S-curves before making a final sharp left for the sprint to the finish! Watch out for the mud on the inside of the final turn, and take advantage of the ramps on the straightaway. If you have Bananas, set them down in front of the ramps. You might catch other racers with them.

TIME TRIAL

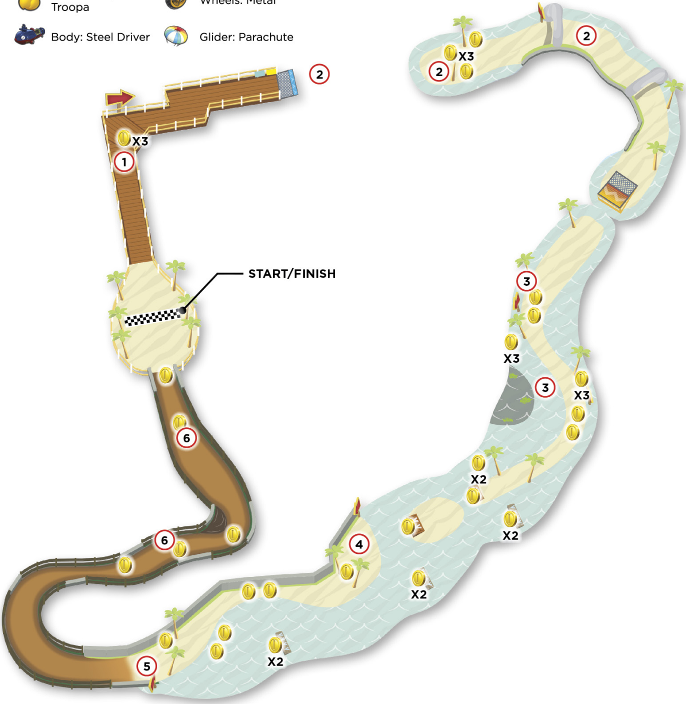
Time Trial Mode

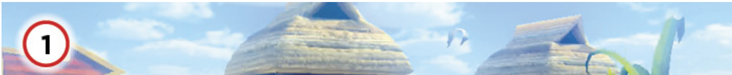
Nintendo's Best 150cc Time Trial Time: 2:06.314
Player: Nin*Massim

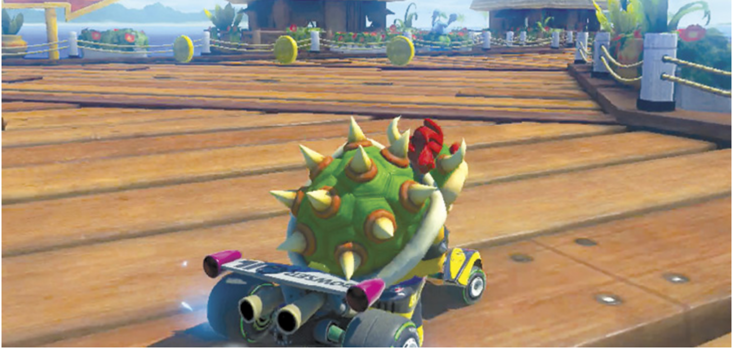
Racer: Koopa Troopa	Wheels: Metal
Body: Steel Driver	Glider: Parachute

Nintendo's Best 200cc Time Trial Time: 1:25.089
Player: Nin*Mizuho

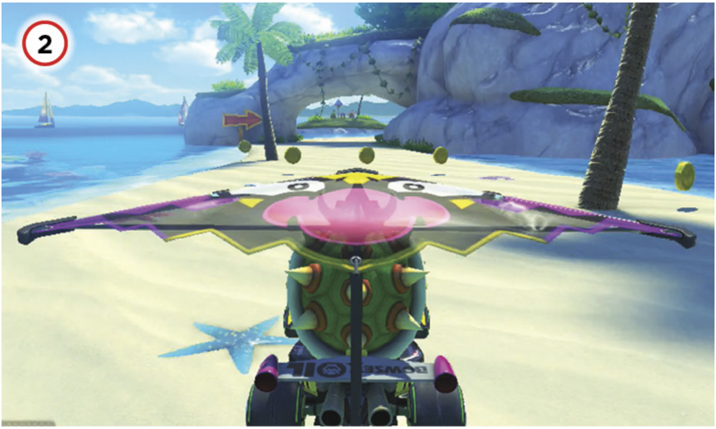
Racer: Lakitu	Wheels: Metal
Body: Landship	Glider: Cloud Glider

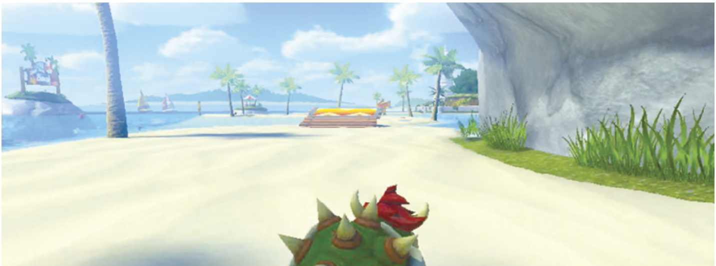




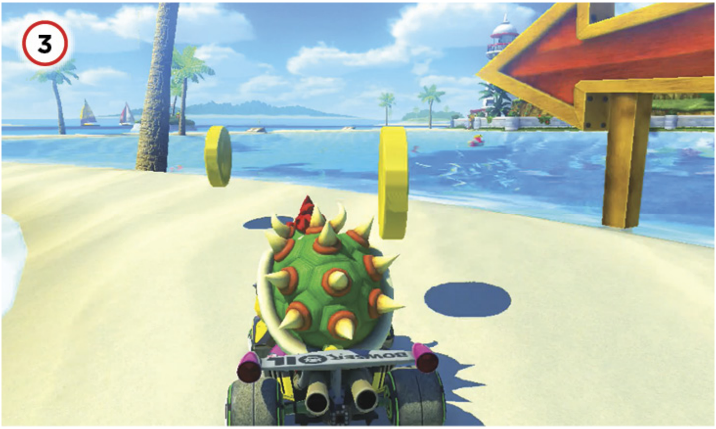


Take the first turn as tight as possible. On Lap 1, collect at least one of the Coins.

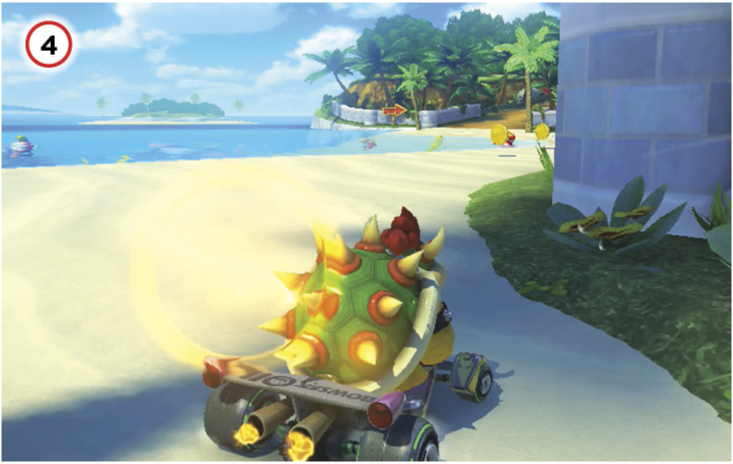




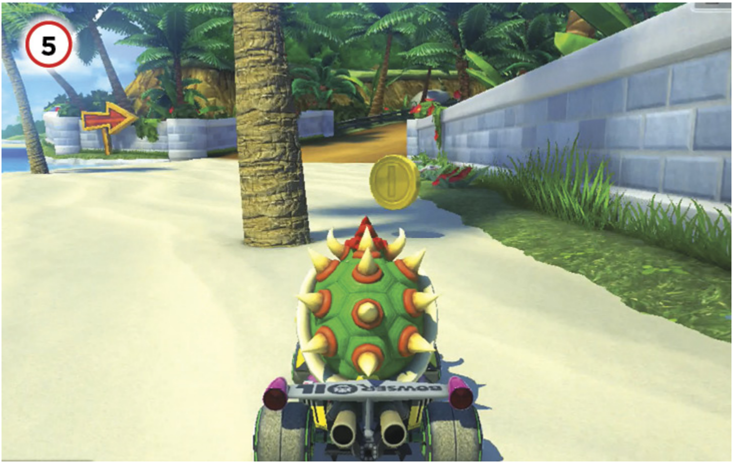
The flight across the water should not be dragged out more than necessary. Hit the beach ASAP and collect a Coin as you roll on through. Drift through the following turn as close to the rocks on the right as you can, making sure to pull off a Super Mini-Turbo before you take the next dash panel ramp across the water.



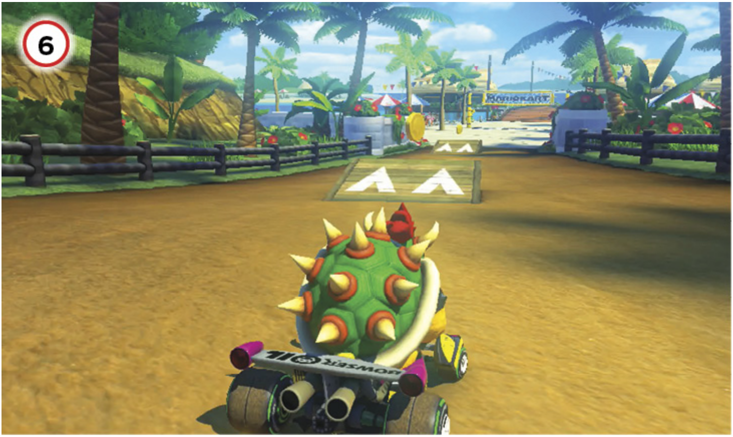
The big shortcut that was optional during the Grand Prix is essential here. Go into the water just to the left of the red arrow sign, collecting a Coin in the process. Under the water, use a Mushroom to cross the dark patch of terrain, making sure that you don't fall into the chasm to the right of it. Ignore the Coins you see to the left!



As you exit the water, avoid any Sidesteppers that wander into your path, and aim to take the route between the pictured tree and the wall to the right to collect the Coin there. From here, you can either stick to the beach and collect a few Coins there, or you can drive through the shallow water for a more direct route toward the final portion of the course.



Another Coin can be found close to the exit of the beach, between another tree and the retaining wall on the right.



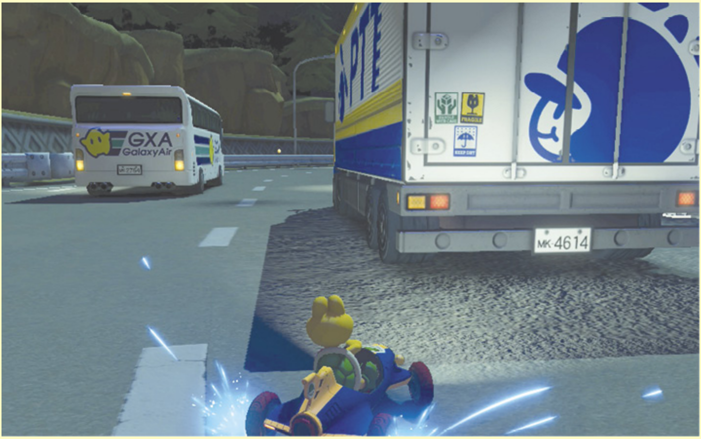
The run toward the final left turn has three more Coins you can collect. Afterward, if you're still not at ten Coins in Lap 1, you have two more Coins you can collect as you Jump Boost from the ramps on the final straightaway. If you have ten Coins, avoid these ramps altogether.

N64 TOAD'S TURNPIKE

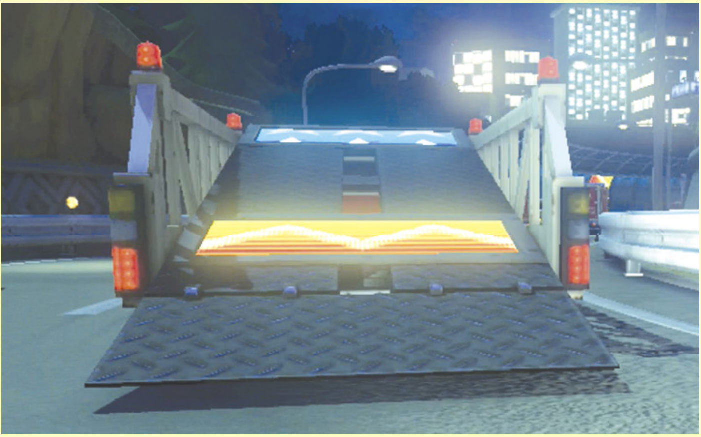
MARIO KART
MILK
MARIOKART 8
MARIOKART

Looking at the map, Toad's Turnpike doesn't seem like a very tough course to drive through. However, this multi-lane freeway is filled with all manner of vehicles, large and small, and its drivers don't exactly believe that the racers have the right of way.

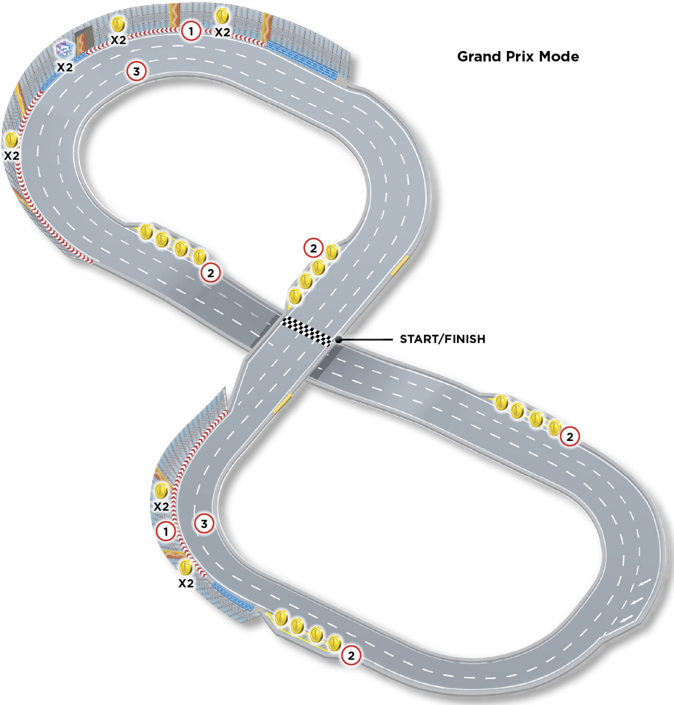
CAUTION: ROADSIDE UNASSISTANCE

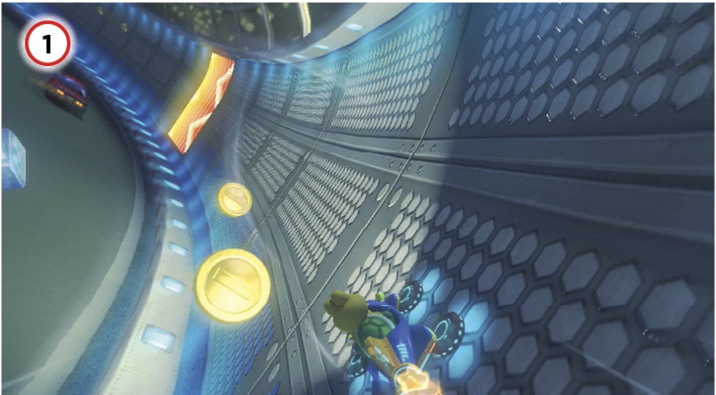


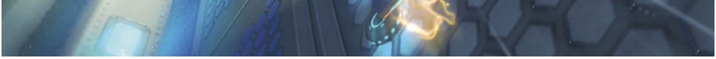
Traffic: Consisting of small passenger cars, taxis, moving vans, and semis, the constant threat of traffic means that every lap on Toad's Turnpike rarely plays the same during the Grand Prix. It's not all bad news. Some cars have surfboards you can Jump Boost from, and some of the larger trucks have dash panels and glide ramps you can take flight from to fly over other large vehicles. The other big advantage here is that traffic follows a set pattern between laps. If you're going fast enough, generally you will have a good idea where certain vehicles will be on certain laps, and you can plan your routes accordingly!

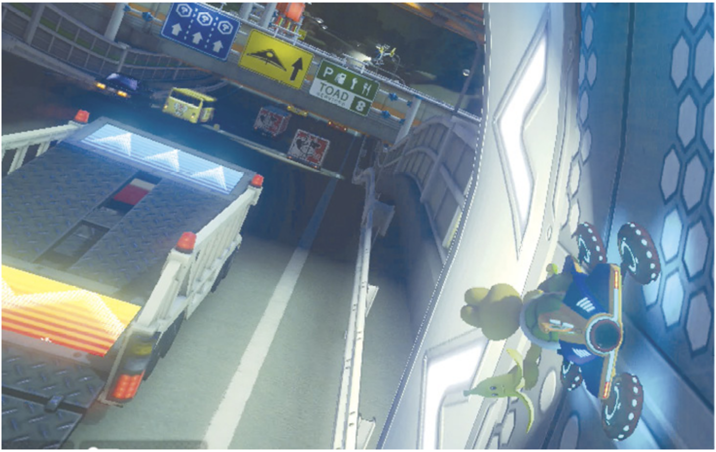


Grand Prix Mode

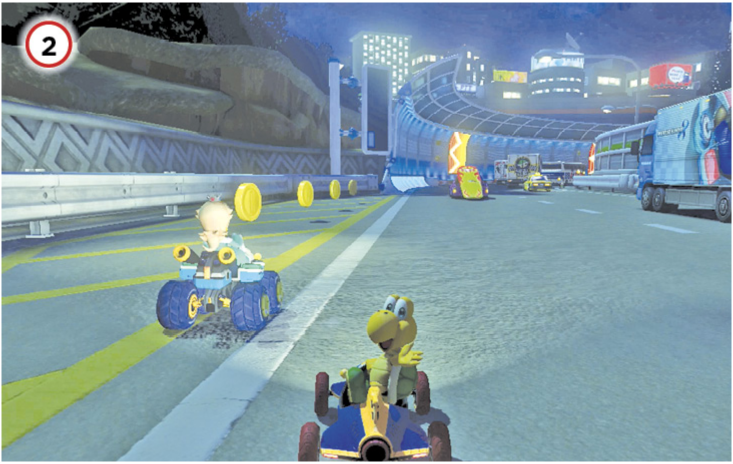




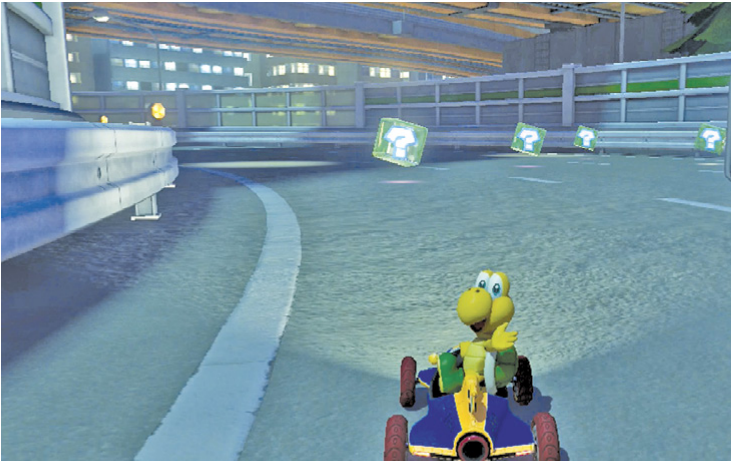




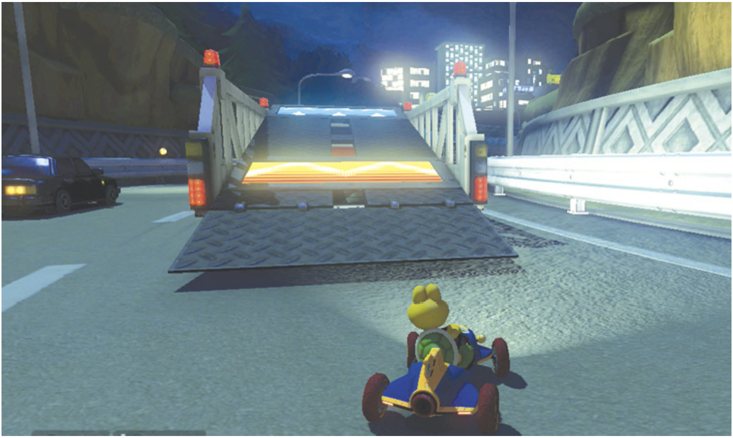
There are two sections on Toad's Turnpike where you can ride the walls and use dash panels to pick up some good speed while collecting Coins. The big danger with these walls, besides items from rival racers, is jumping off them back onto the track. Occasionally, traffic might be in your way, and a crash can be very inconvenient to deal with!



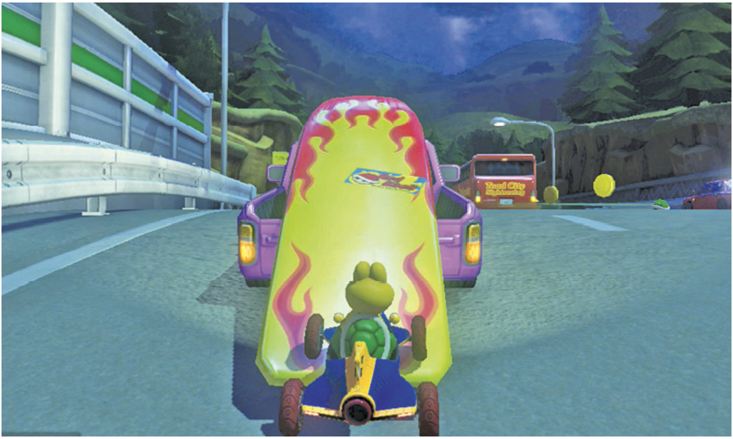
As you race, keep an eye out for small outlets in the side of the road where rows of Coins are located. If you're out in front but have rivals close behind, you can deny them groups of Coins while maintaining your lead!



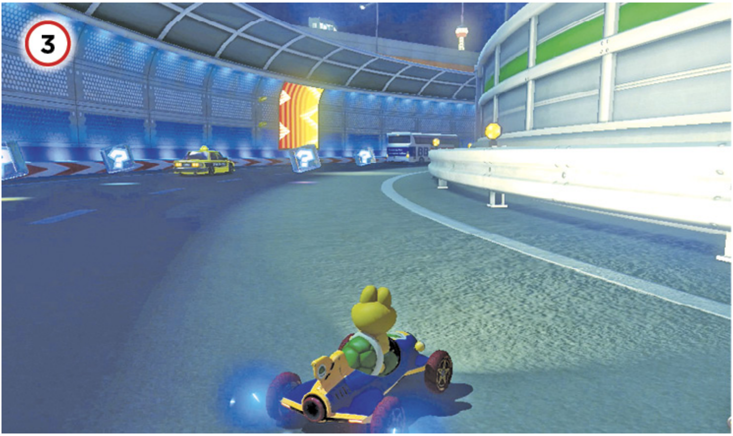
Item boxes on the road move with traffic, which can make getting equipped with something to attack and defend with difficult at times.



Watch for opportunities as you race to use dash panel ramp trucks to start gliding through the air. It's possible to land on top of some cargo trucks and Jump Boost off the ramps at the front of the cargo containers. Just make sure you don't go flying into other vehicles, or off the track itself!



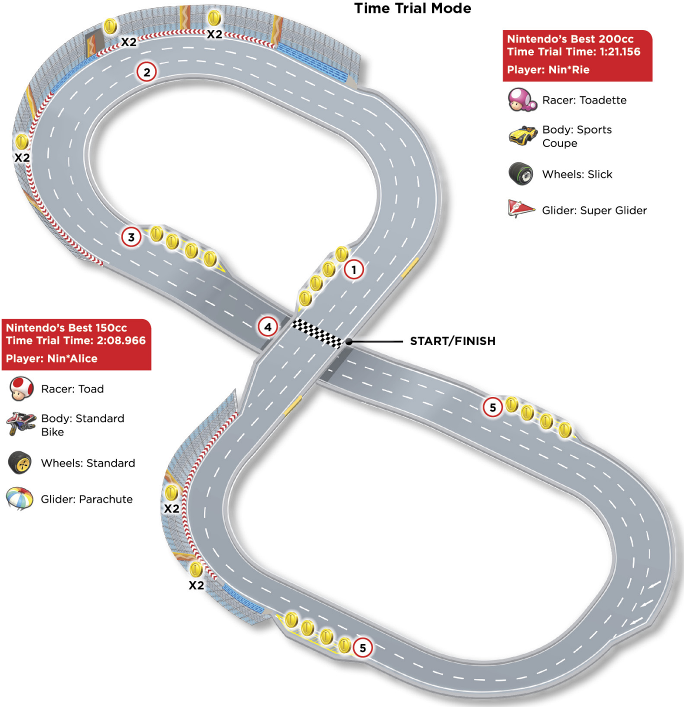
Occasionally, you'll encounter smaller vehicles with surfboards you can Jump Boost off of. As with the larger ramp trucks, watch where you're jumping to avoid an accident!



Depending on your Coin situation and your position in the race, rather than riding the walls when you can, you might want to stick to the ground to drift and Mini-Turbo as much as possible on the very inside lane of the course. This is technically faster, but can be very dangerous when traffic is factored in. Even the heaviest racers can pull this off with practice!

TIME TRIAL

Time Trial Mode



Nintendo's Best 200cc Time Trial Time: 1:21.156

Player: Nin*Rie

Racer: Toadette

Body: Sports Coupe

Wheels: Slick

Glider: Super Glider

Nintendo's Best 150cc Time Trial Time: 2:08.966

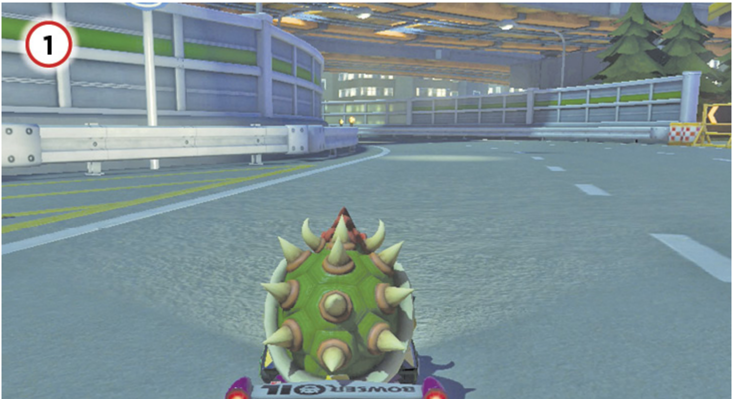
Player: Nin*Alice

Racer: Toad

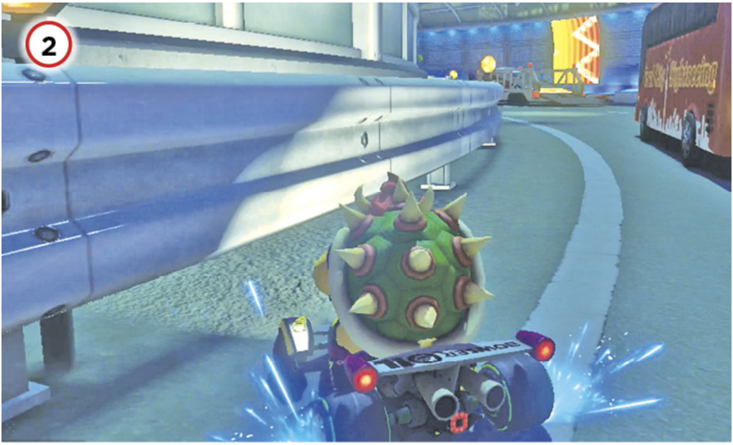
Body: Standard Bike

Wheels: Standard

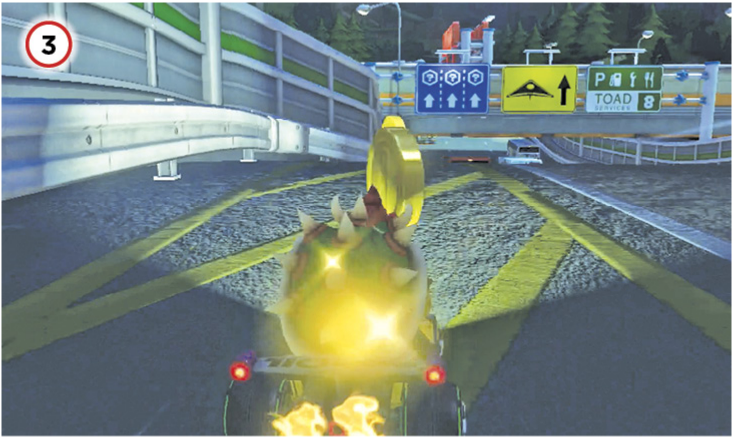
Glider: Parachute



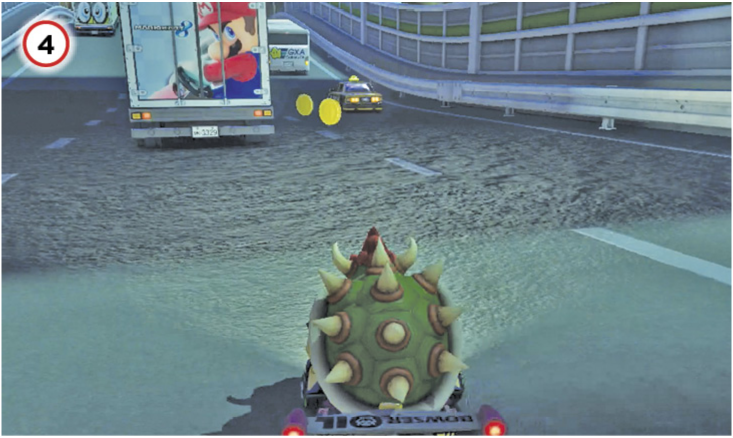
You'll pass up some Coins on the left side of the track just as you start. Pass them up initially, and head straight for the first big turn. You can collect these later if you need them.



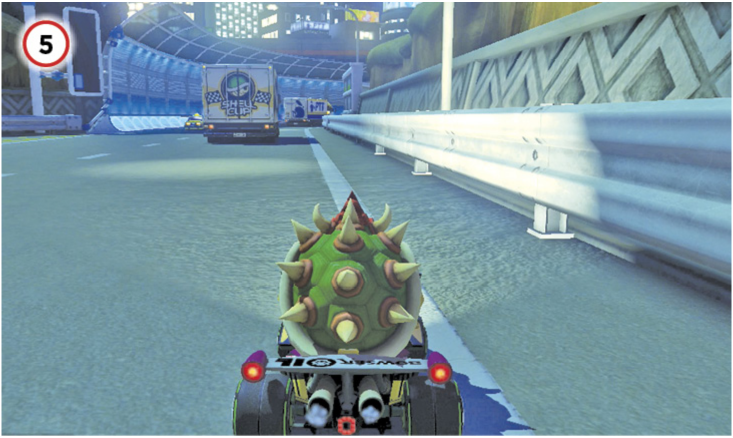
The speed of riding the walls is deceptive! You'll actually save time by drifting and Mini-Turboing on the inside of every turn on this course. This means you'll have to squeeze between vehicles and the retaining wall, but it's worth it!



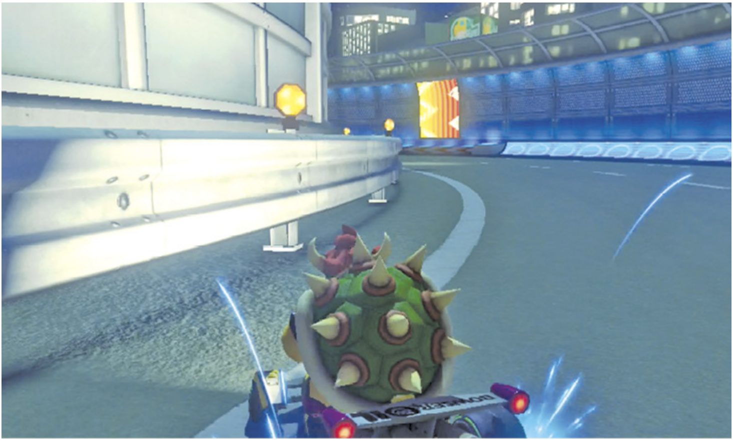
As you exit the first big turn, stay on the left side of the track to collect four more Coins. Then begin switching lanes to the right while maneuvering around traffic and avoiding turning so violently that you lose your forward momentum. The transition to the right side of the course should be smooth.



Watch for Coins as you're making your way to the right side of the course on this long straightaway. This is also a good place to use Mushrooms for that extra burst of speed.

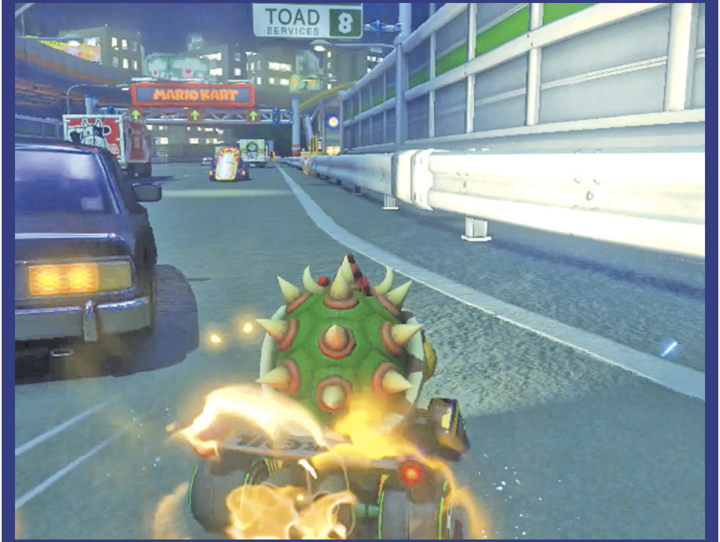


You might be tempted by the Coins on the left side of the track as you head into the final turns. Ignore them and stick to the inside line. You can make up for missing the Coins by collecting the ones just past the start line.



Every turn should be taken as tight to the inside wall as possible. Ideally, you'll be drifting and Mini-Turboing during this. Traffic will complicate things over the course of three laps, but you'll have to deal with it if you want to post fast times on this course!

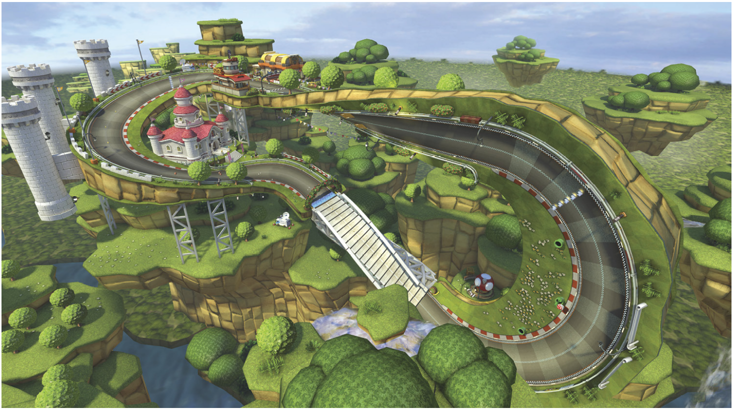
USING TRAFFIC



It's difficult to say exactly where you'll be in relation to vehicles with ramps you can use during a Time Trial. It depends entirely on how fast you're going and the position of these ramp vehicles in relation to where you are on the course. Sometimes, it might be best to just drive past ramp vehicles. Other times you might find yourself in a position to exploit the glide ramps and multiple Jump Boosts. With practice, you'll be able to squeeze more seconds off every lap with a combination of precise drifting and smart use of Jump Boosts off ramps.

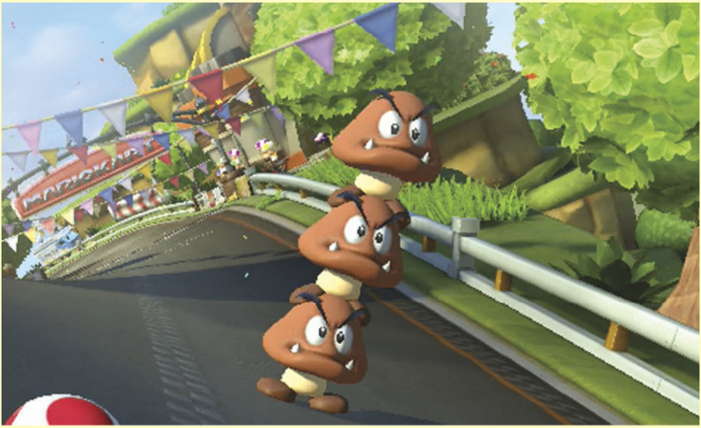
Flower Cup

MARIO CIRCUIT

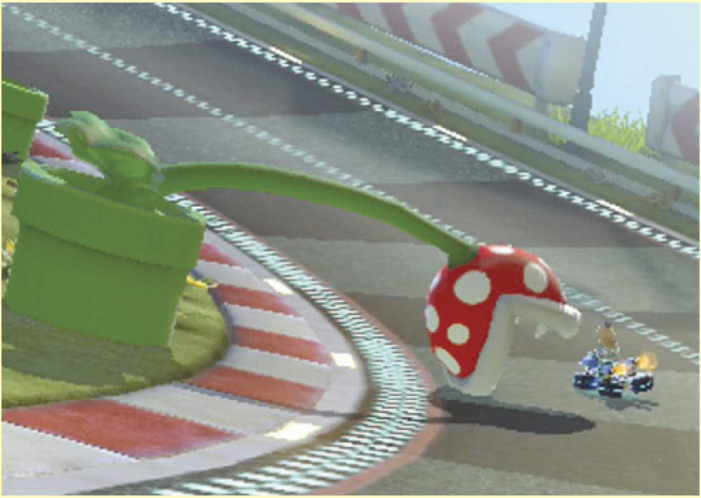


After a vicious race through the Thwomp Ruins, Mario Circuit is a bit more straightforward. However, Goombas infest the track at multiple locations. This gravity-defying course twists in the sky over the land far below, so keep your eyes firmly on the road so you don't get distracted by the scenery!

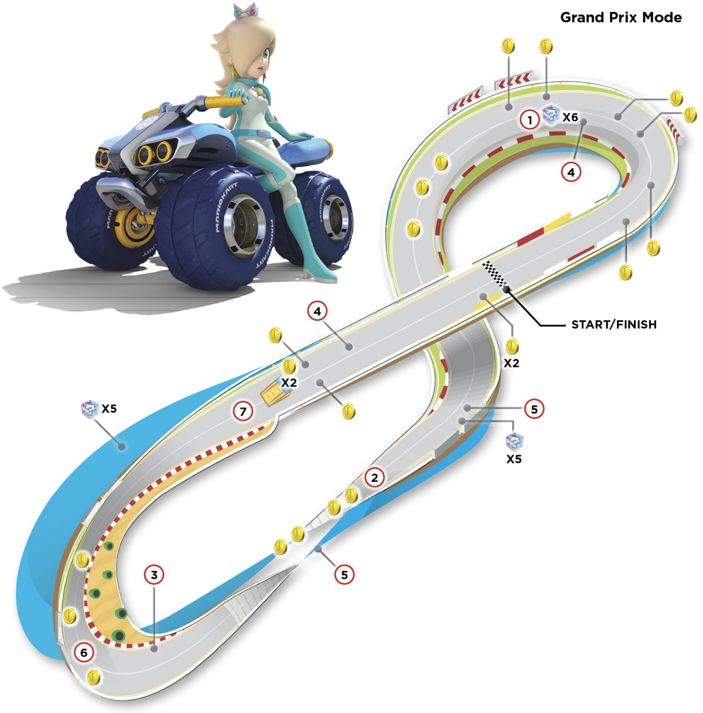
CAUTION: ROADSIDE UNASSISTANCE

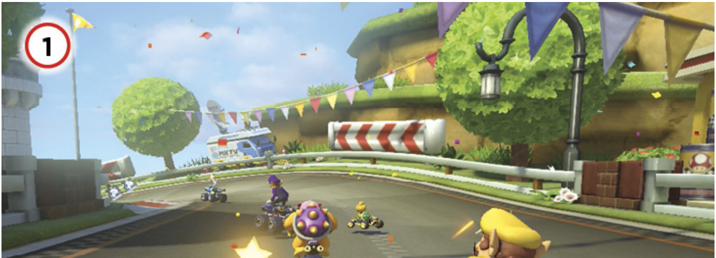


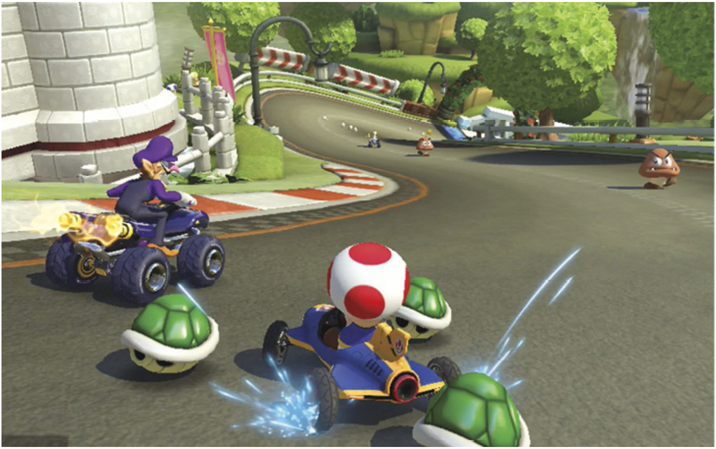
Goombas: The classic Mario villains return, scattered across the track on foot and even in tall stacks! Touching one will cause you to spin out, but they can be easily avoided with some smart driving or by using items.



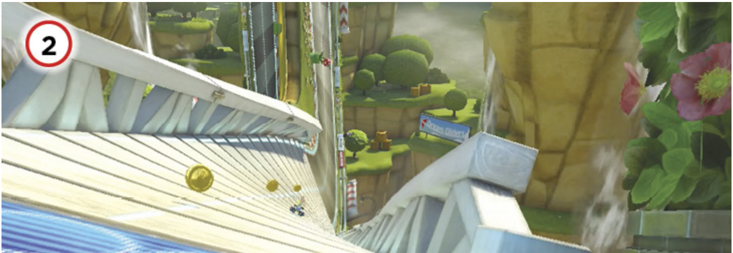
Piranha Plants: Pipes litter the sides of certain parts of the course, and Piranha Plants infest them. Be mindful just how close you are to them when drifting. If you don't see the plants, it's safe to be near the pipes.

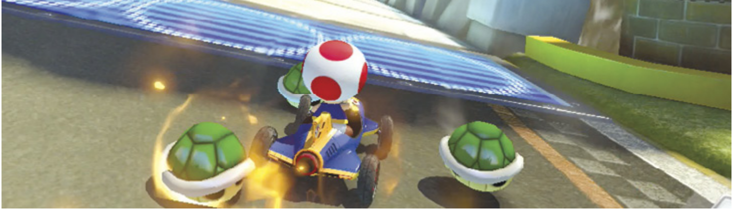




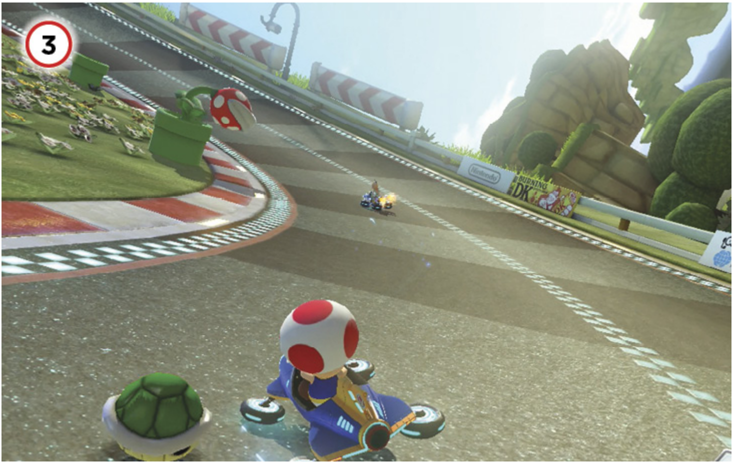


Turn 1 is a hairpin left, leading you straight into your first group of Goombas! During the early parts of the race, the battle for position among computer drivers can be very intense here, due to all the drivers being slowed down by the Goombas. Heavier racers have the advantage here.

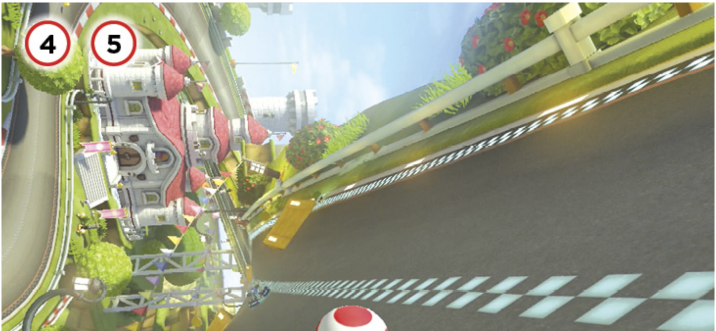


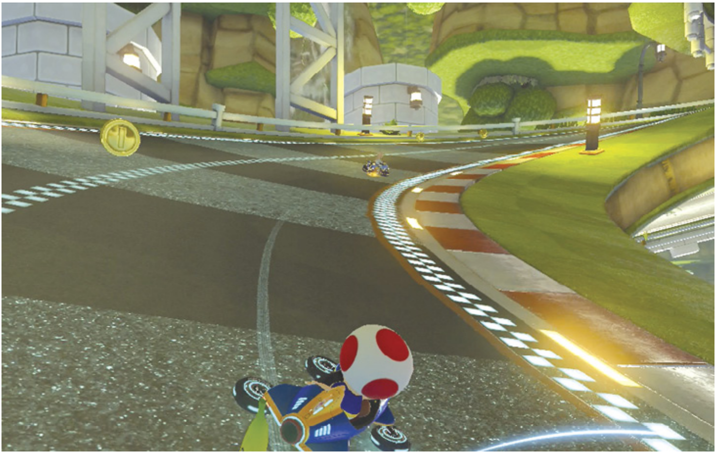


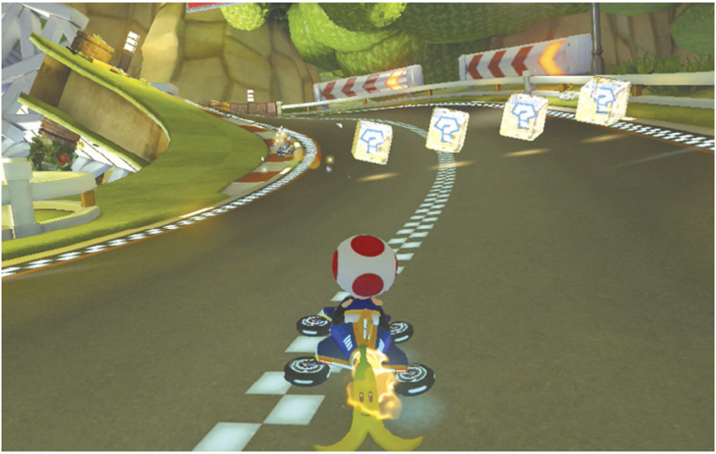
The twisting bridge has Coins running down the center. If you're out in front, collect them to deny your rivals their speed bonus.



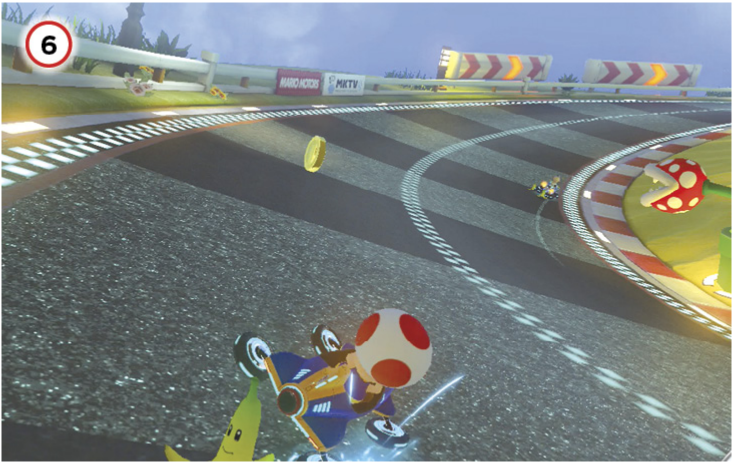
Just beyond the bridge is another hairpin left. You can cut across the grass on the inside with a Mushroom, but make sure you still give the pipes a wide enough berth if you see Piranha Plants inside them.



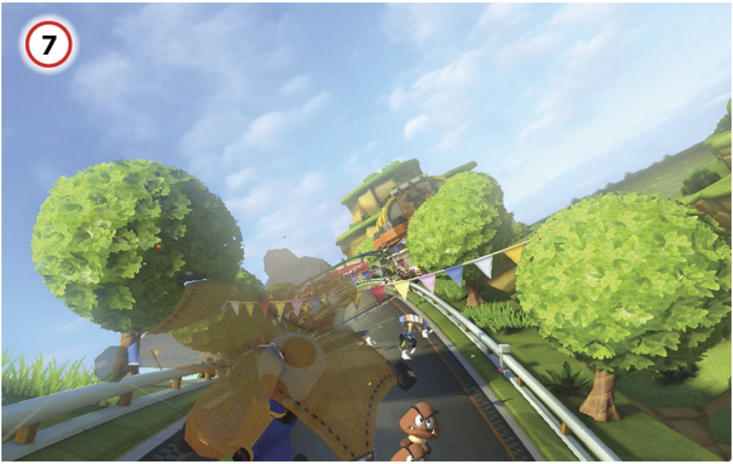




In addition to providing a stomach-twisting view of the track above you, the straightaway here has three ramps to Jump Boost off of. A long right turn follows right after the last ramp, with Coins running down the center of the track (**5**). The turn snaps back to the left and over another bridge, where the world thankfully starts to feel right-side-up again.



The final turn is a hard right, with Coins on the outside of the track, while the inside is potentially protected by more Piranha Plants in pipes.



The final stretch is a straightaway that would be a clean break to the finish if not for the Goomba Towers scattered on the road. If you take the glide ramp at the center of the final stretch, you can fly over much of the danger, and even bounce off the head of an unlucky Goomba.

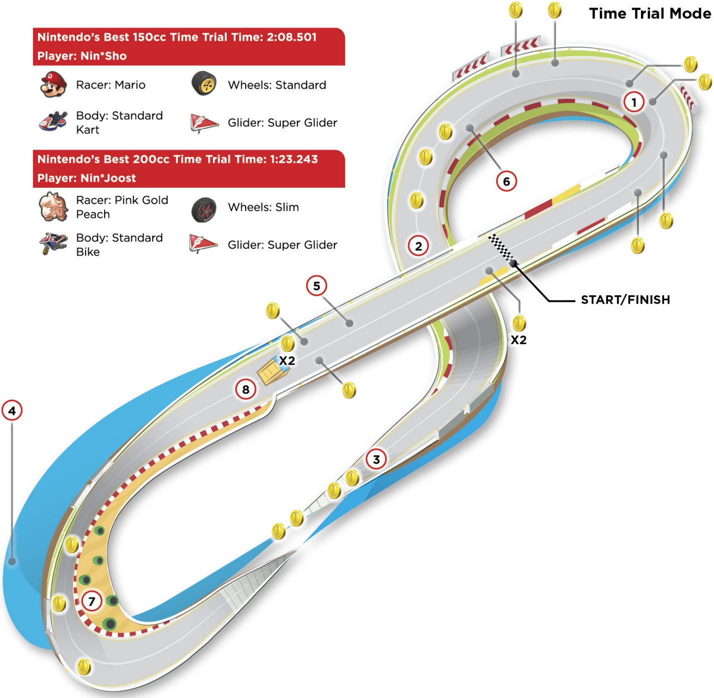
TIME TRIAL

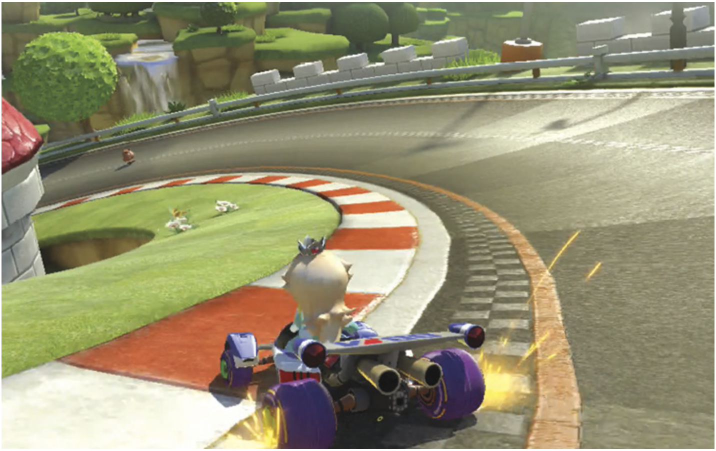
Nintendo's Best 150cc Time Trial Time: 2:08.501
Player: Nin*Sho

Racer: Mario
Wheels: Standard
Body: Standard Kart
Glider: Super Glider

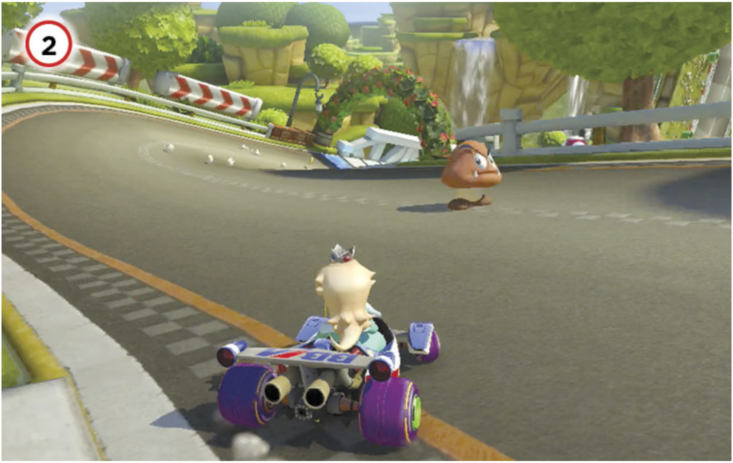
Nintendo's Best 200cc Time Trial Time: 1:23.243
Player: Nin*Joost

Racer: Pink Gold Peach
Wheels: Slim
Body: Standard Bike
Glider: Super Glider

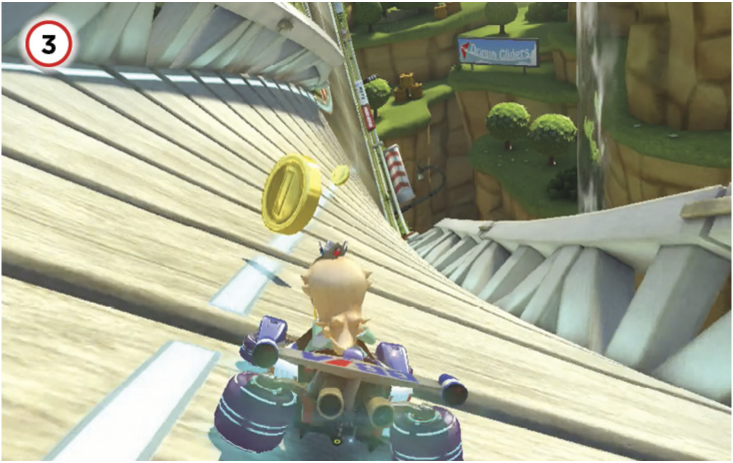




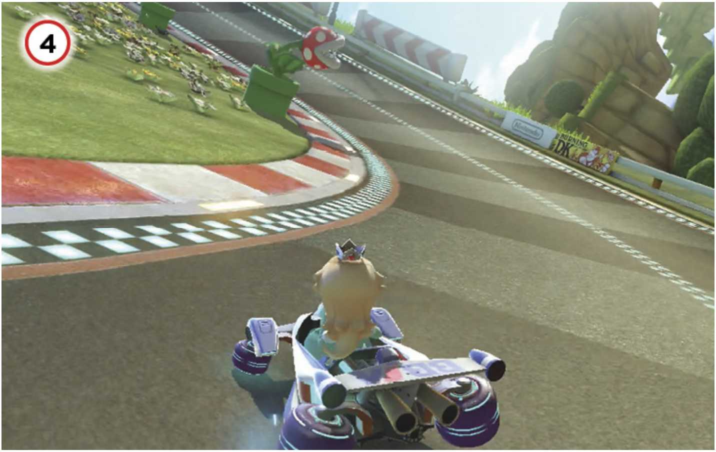
It might be tempting to take this first turn wide initially to collect the Coins, but you can make up your Coin count later! Stick to the inside of the turn. If your tires are dragging across the red-and-white markers, you won't lose speed, and you'll be cutting the corners almost as tightly as possible!

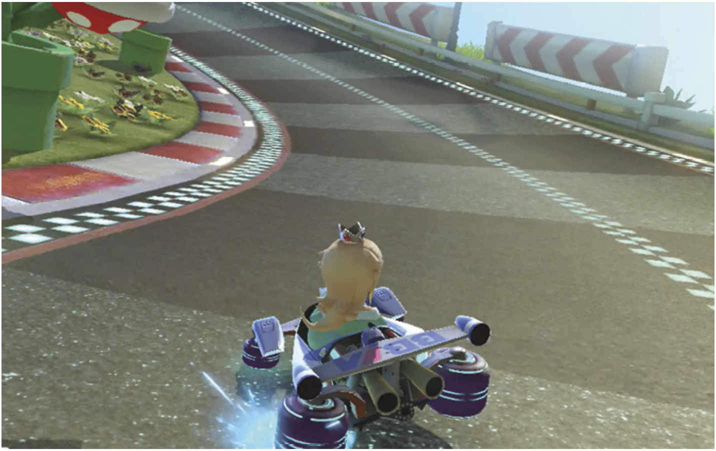


Goombas are still a problem in this Time Trial. Avoid them while lining up for Turn 2 onto the bridge.

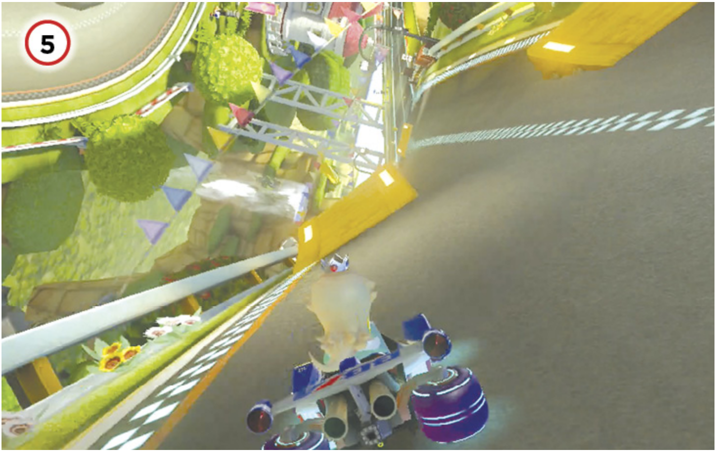


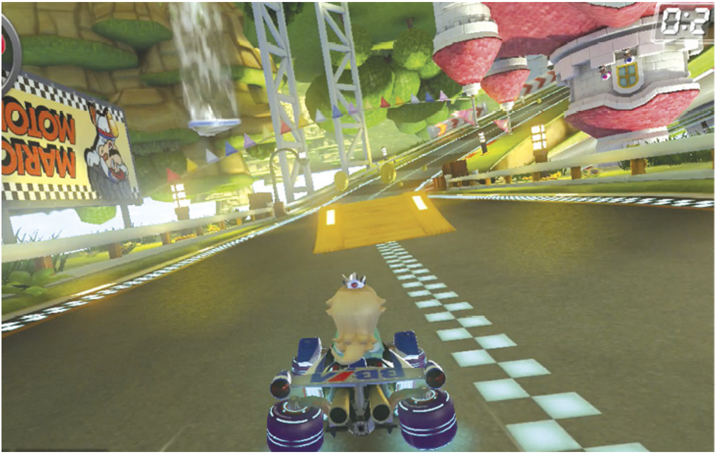
Collect the four Coins on your way across the bridge during Lap 1, and start preparing to drift along the red-and-white markings on the inside of the upcoming long left turn.



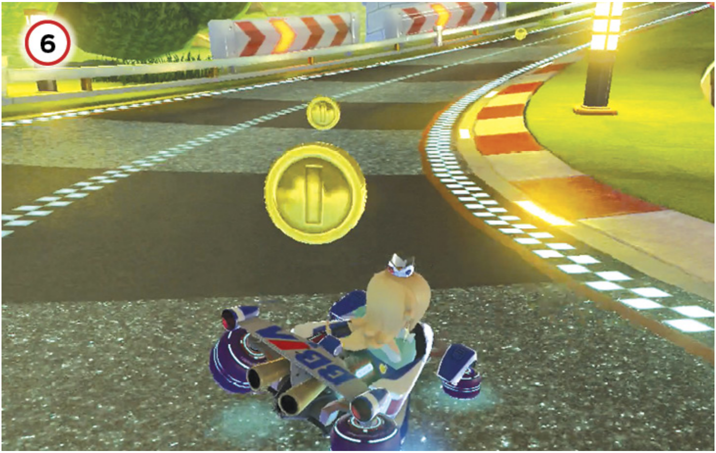


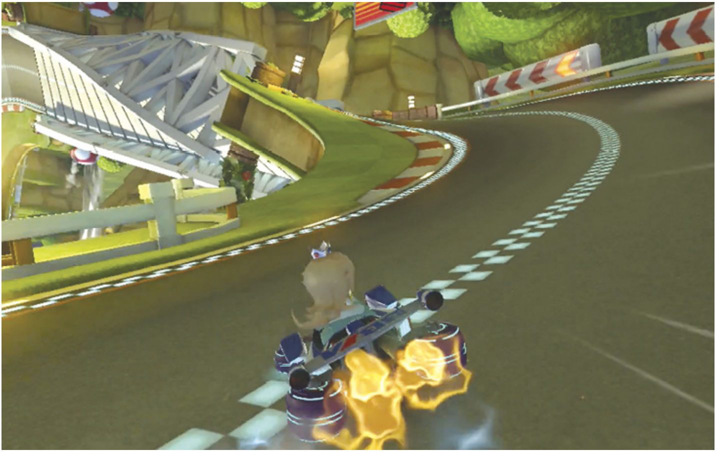
Drifting through Turn 3 is complicated by the Piranha Plant that will pop up from one of the pipes on the side of the track. You can still take this turn pretty tight. Just be sure to adjust your position as you close in on the plant to avoid getting bitten.



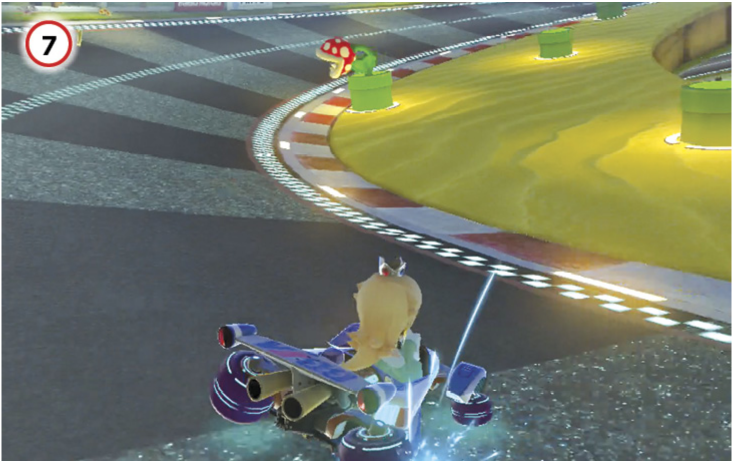


The three ramps on this twisting straightaway can be Jump Boosted for extra speed. The first two have one Coin apiece, while the last ramp has two. On Laps 2 and 3, it's best to skip these jumps entirely.

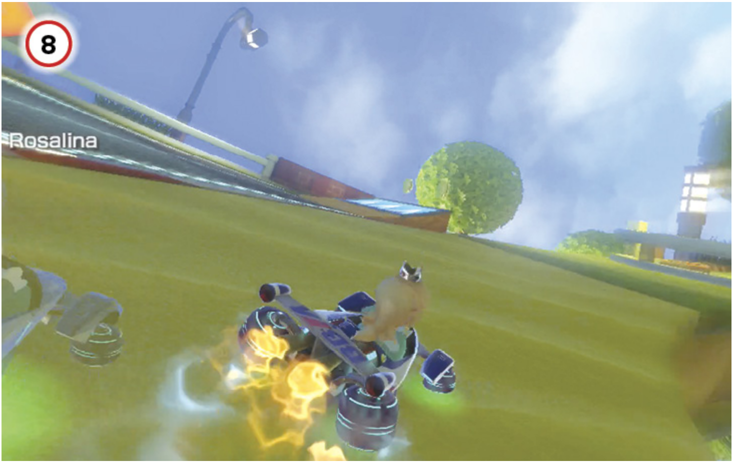




After getting past the ramps, you have a long "uphill" S-curve leading toward the bridge. While you should still try to drift and Mini-Turbo, you should also make sure to collect the Coins here to make up for those you've passed up.



After crossing the bridge, you'll see to your right another patch of sand filled with pipes for a Piranha Plant to strike from. Use a Mushroom to boost through this pipe forest, making sure to avoid the glide ramp at the center of the track.



Remember, hitting the glide ramp after using a Mushroom to boost through the sand is actually slower than just driving on the ground toward the finish line! If you do hit it, get on the ground as quickly as possible, making sure to evade the Goomba Towers.

TOAD HARBOR

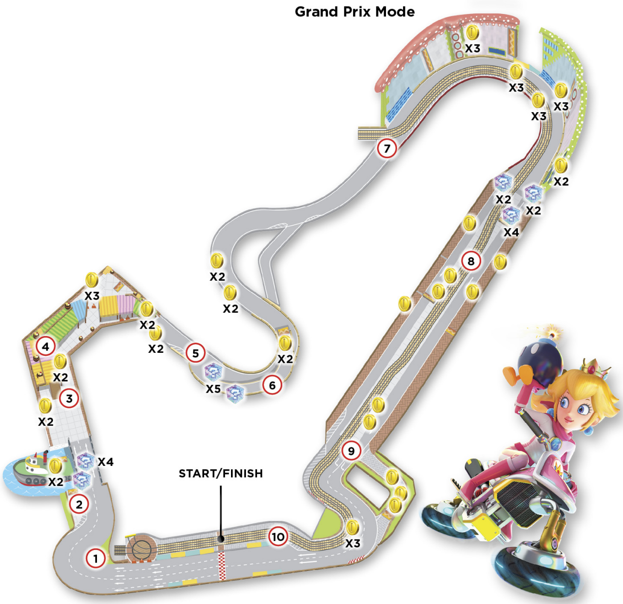
A statue of Princess Peach looks over the bustling Toad Harbor as racers tear through the docks, markets, and side streets as they jockey for first place. Racers can choose from multiple paths throughout the harbor, which can make things complicated as racers start spewing items all over the course to stop each other!

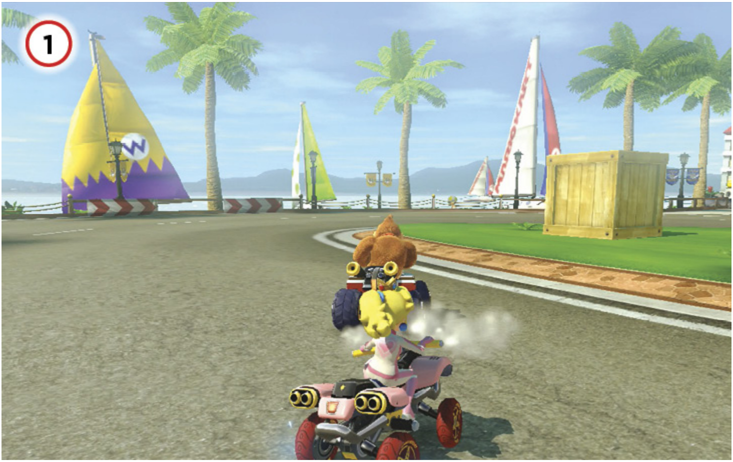
CAUTION: ROADSIDE UNASSISTANCE

TOA
TOY STOR

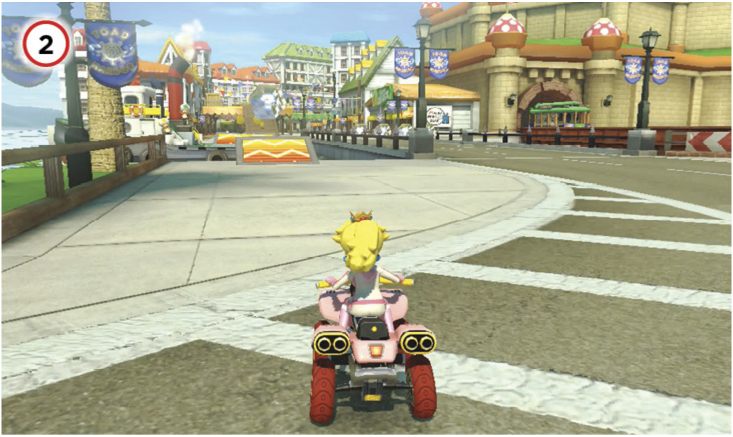
Trolleys: Throughout the last third of the course are multiple trolleys. Nothing short of ramming them with an active Super Star can get them out of your way!

GRAND PRIX





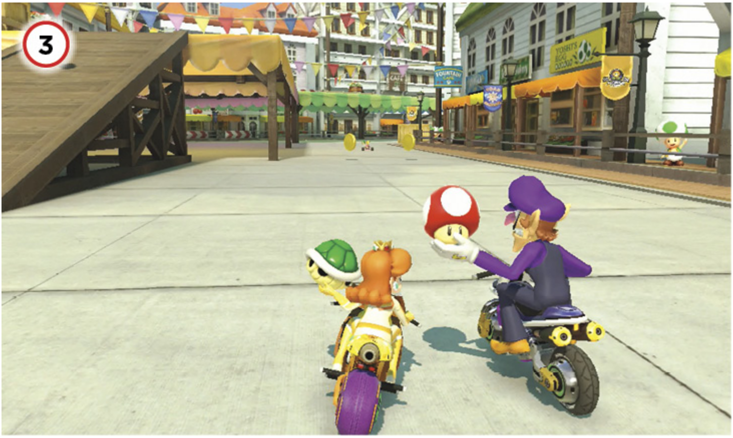
Turn 1 can be cut across by using a Mushroom to blast over the grass and through a set of cargo crates.



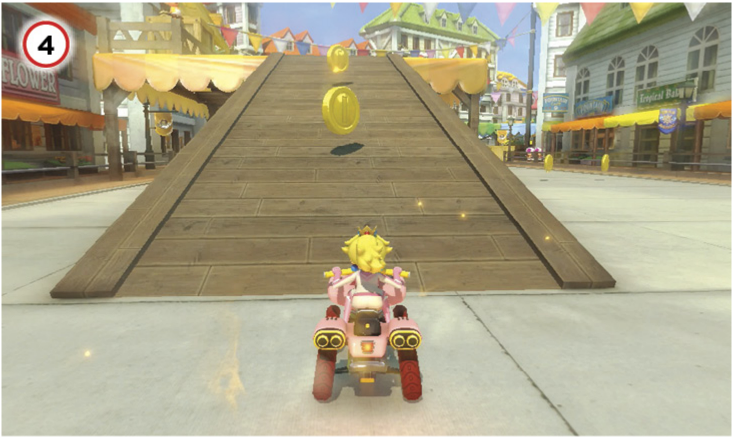
Immediately after the first turn, you have a choice of taking the bridge on the right, or using the dash panel ramp to the left of the bridge to jump to a boat and then to the other side of the dock. The latter is faster, but if you're not correctly aligned, you'll fall into the water and lose precious time.

TIP

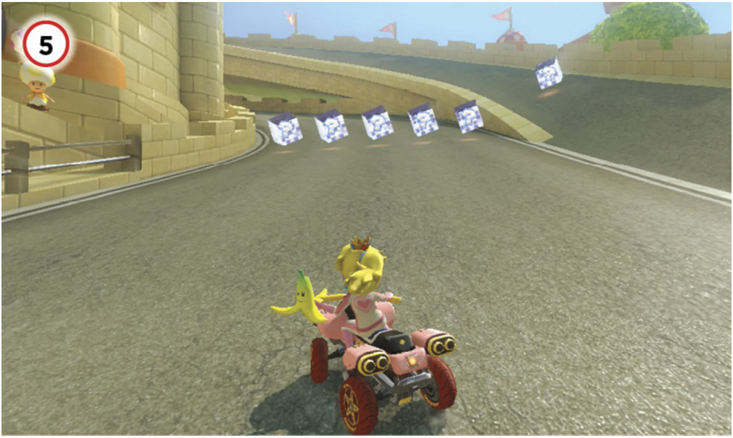
The dash panel ramps here can be Jump Boosted. However, it is possible to overshoot the ramp on the boat if you pick up too much speed!



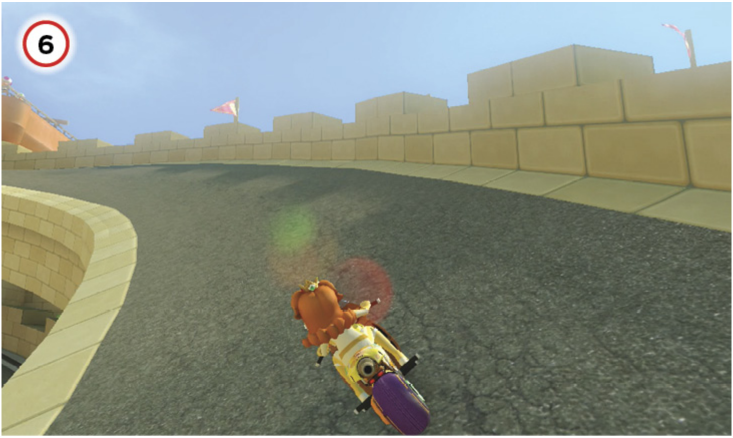
Just past the bridge, you drive through a market. There's a lot of stuff to get stuck on, with support pillars for the canvas rooftops being among the worst.



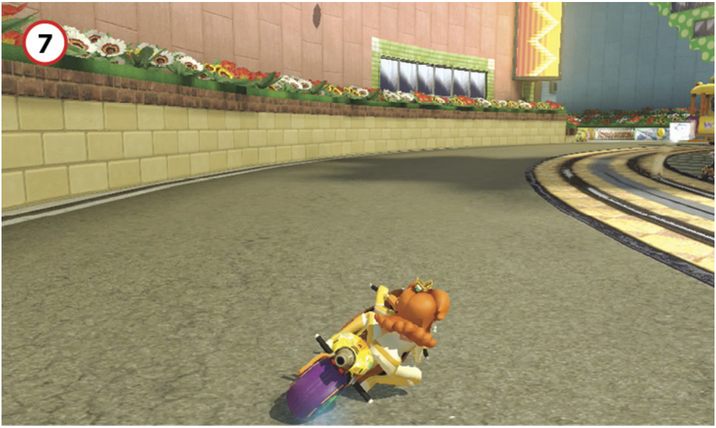
Alternatively, if you cross the water to the left of the bridge, you can use another ramp to drive onto the canvas that covers much of the market, which will put you in a better position for the next section. Take advantage of the ramps and ramp-like terrain of the canvas by using Jump Boosts every chance you get!

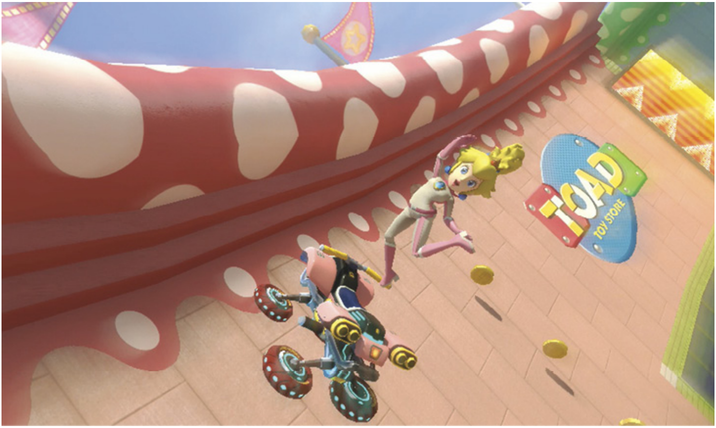


The market curves to the right and the road both narrows and offers another split decision. The lower level is a bit wider but can be the slower path to take with all the curves.

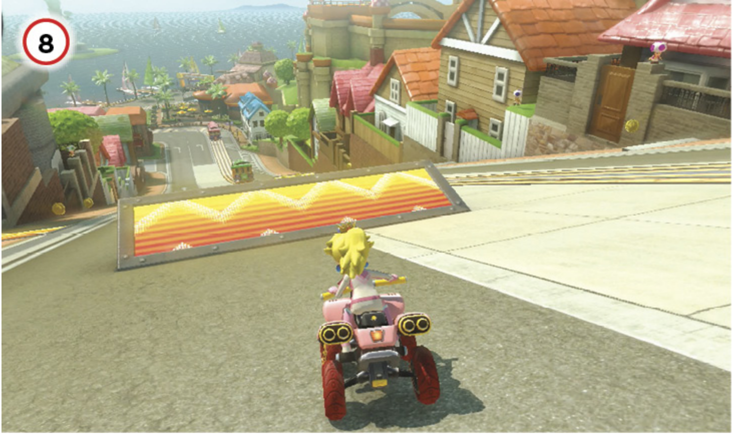


The upper route can be hard to stick with, especially factoring in how narrow it is. Worse yet, as more racers take the route, you can expect Bananas galore, and there's not a lot of room to drive around them. Fail to keep up speed and you won't make the jump halfway through the upper route and instead will fall to the lower road.

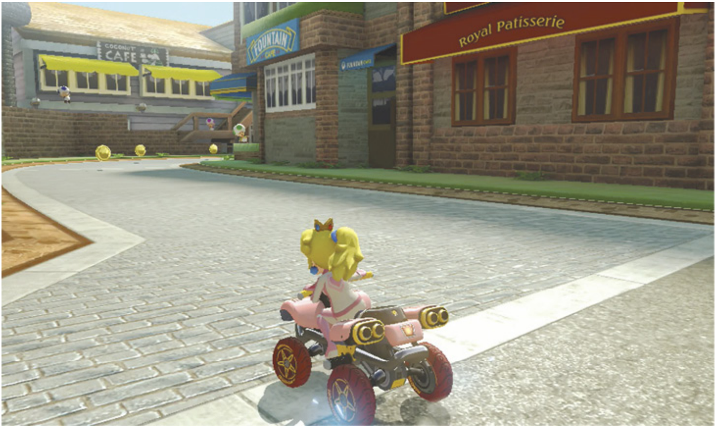




Reaching a set of trolley tracks, you have another decision to make: stay on the inside of the lower road, or defy gravity and ride the wall on the left. The lower path is technically shorter and lines you up on the upcoming downhill a little easier. The wall ride can be made faster by using Jump Boosts off of every ramp and bump on the wall.

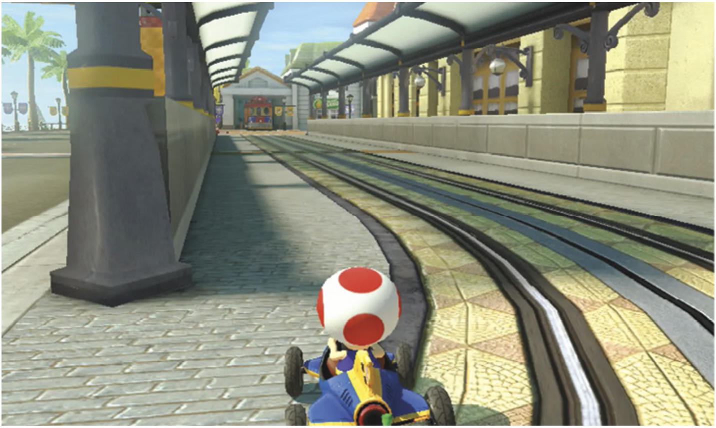


The downhill is scattered with multiple small ramps to Jump Boost off of, as well as dash panels. Complicating things will be trolleys, which move at their own pace and are not concerned with your desperate race to the finish.



The bottom of the hill provides yet another split decision. You can follow the obvious main road, taking the full brunt of the long hairpin turn. Alternatively, you can use the winding side alley on the left side of the downhill to better align a straighter shot to the finish line. The latter can be tougher on heavier, less maneuverable racers, as one miscalculation will cause you to hit the wall and lose out on any benefit from this shortcut.

10
MARIOKART
HARBOR



The trolley tracks run behind a wall to the right of the final stretch to the finish line. It is possible to race down this narrow passage during the first two laps to cut down on time, assuming there isn't a trolley in your way.

TIME TRIAL

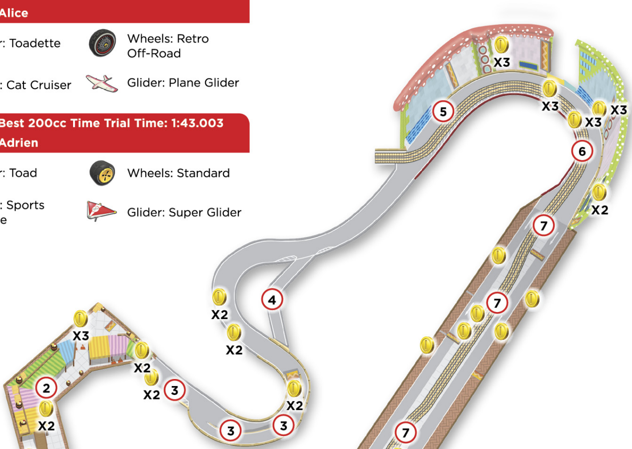
Nintendo's Best 150cc Time Trial Time: 2:29.282
Player: Nin*Alice

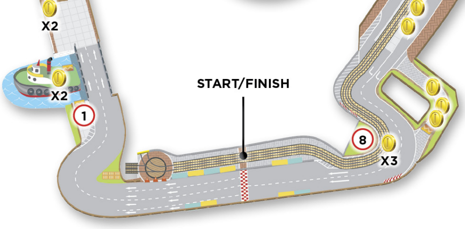
Racer: Toadette
Wheels: Retro Off-Road
Body: Cat Cruiser
Glider: Plane Glider

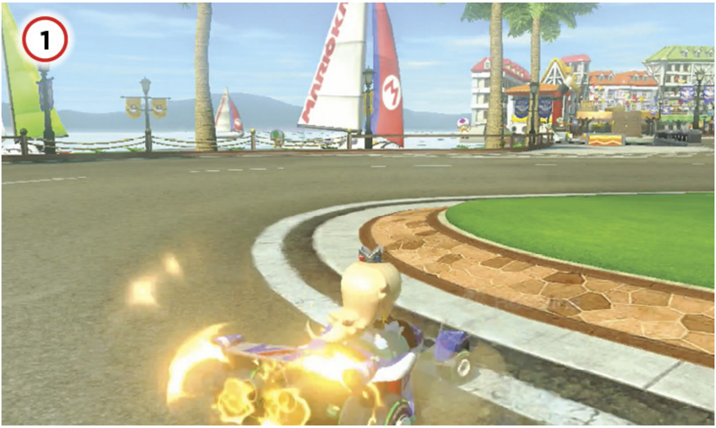
Nintendo's Best 200cc Time Trial Time: 1:43.003
Player: Nin*Adrien

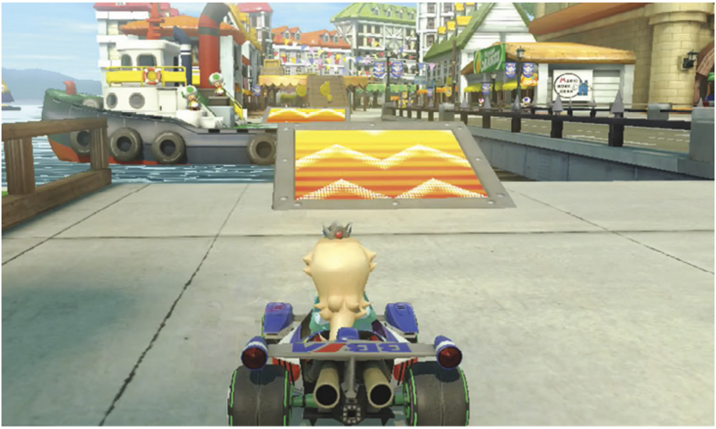
Racer: Toad
Wheels: Standard
Body: Sports Coupe
Glider: Super Glider

Time Trial Mode

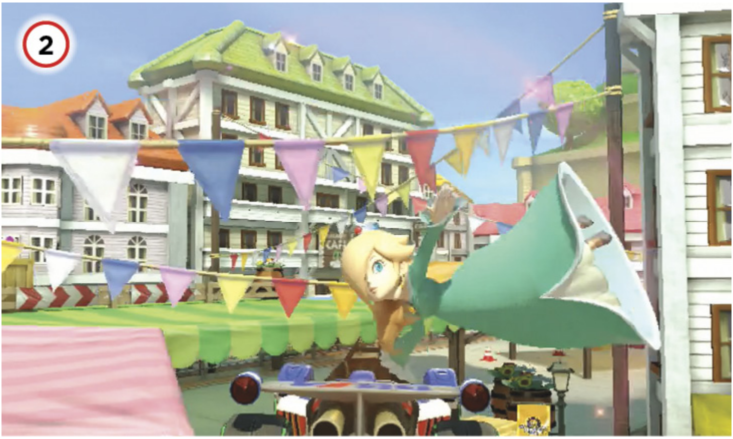




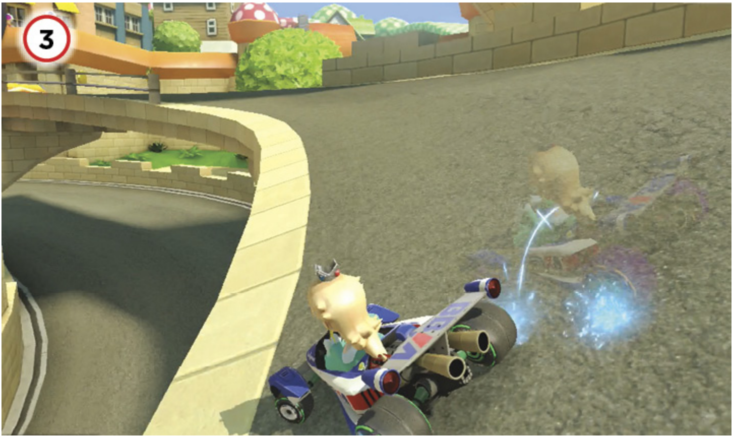




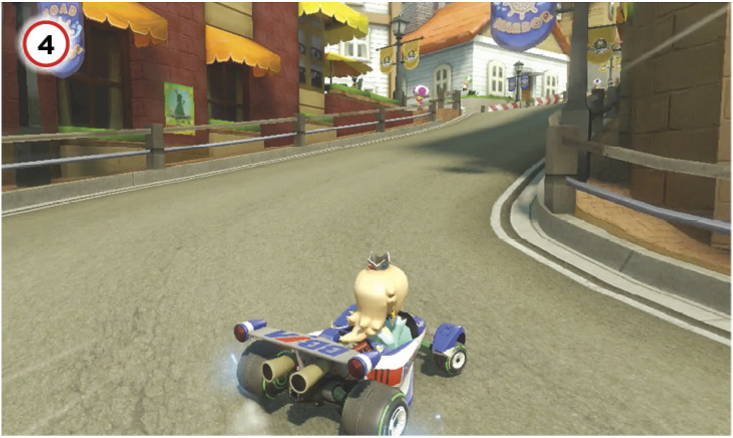
After the first hard right, immediately align yourself for crossing the water to the left of the bridge by using both dash panel ramps. Try collecting at least one Coin hovering on the boat ramp, while also aligning yourself for the wooden ramp that takes you onto the canvas shading the marketplace.



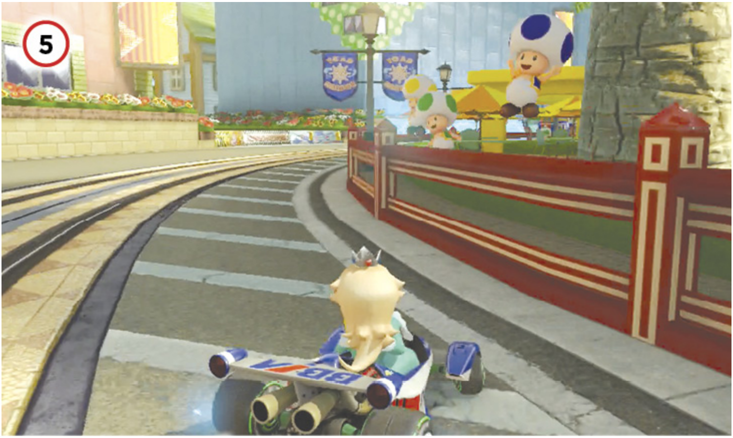
Collect the two Coins on the wooden ramp, and then Jump Boost off the ramp to the right. You want to try to hug the inside line of the market as much as possible, while avoiding things that can slow or stop you.



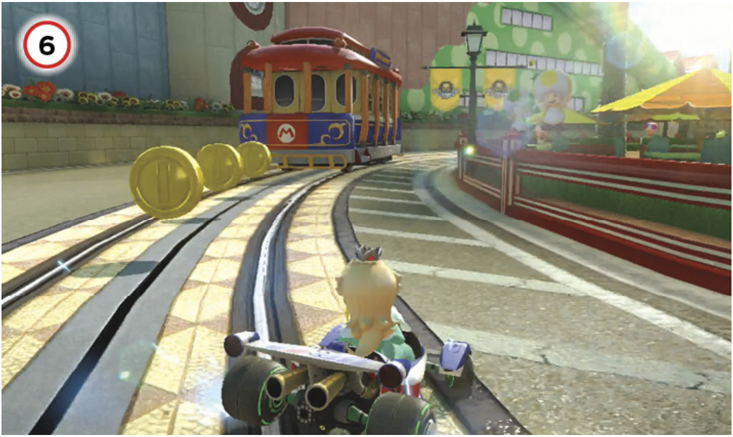
As you exit the market, collect another one of the two Coins you see, then aim for the right-hand path in the upcoming split. Drift the whole way up that curve, and release a Mini-Turbo just as the track straightens to boost toward another dash panel ramp, collecting the two Coins in front of it. Try to hit the ramp more on its left side, while aiming at the upcoming alley.



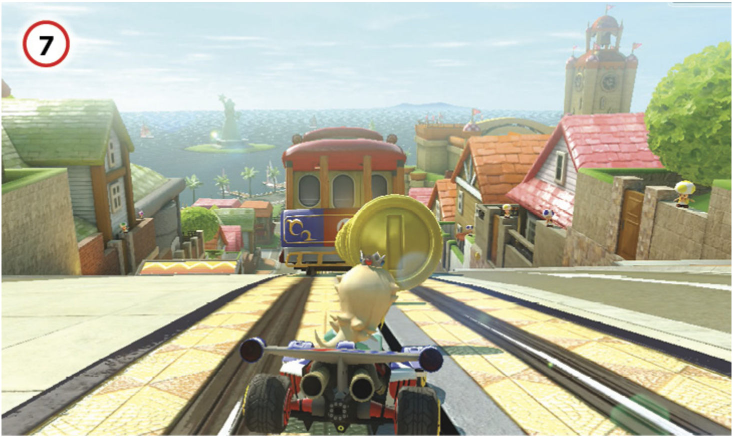
This alley is tough to navigate at speed, but vital to do so if you're serious about breaking records. Drift through this alley while turning to the right. With enough speed, you can score a Mini-Turbo, so if you do manage to hit the wall on the left, you can boost away and maintain some of your speed on the uphill.



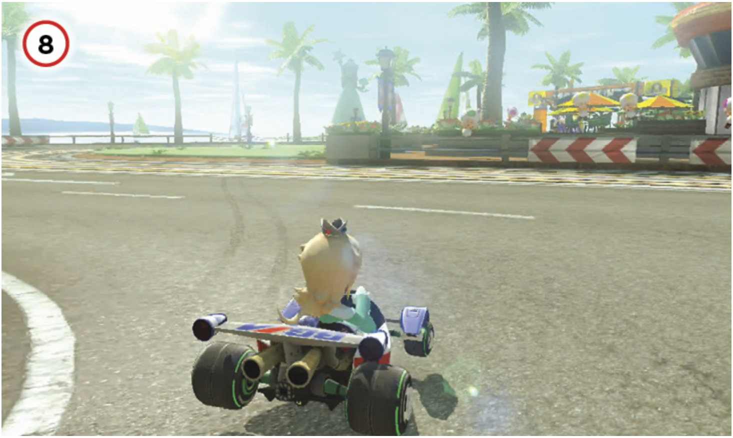
Do not go on the walls in this section! Instead, drift on the ground, hugging the walls to the right as tightly as possible. If you're on pace, you'll have to drift to the right of at least one trolley while avoiding grazing the wall.



A second trolley in this section will be trailing Coins during your first lap. Drift out to collect a couple, and get ready for the downhill.



The downhill part of the course will have trolleys running down it during every lap. On Lap 1, you should concentrate on driving straight down the hill, collecting Coins to try and reach ten. On future laps, use the dash panel ramps on the left side of the track to speed down the hill quickly.



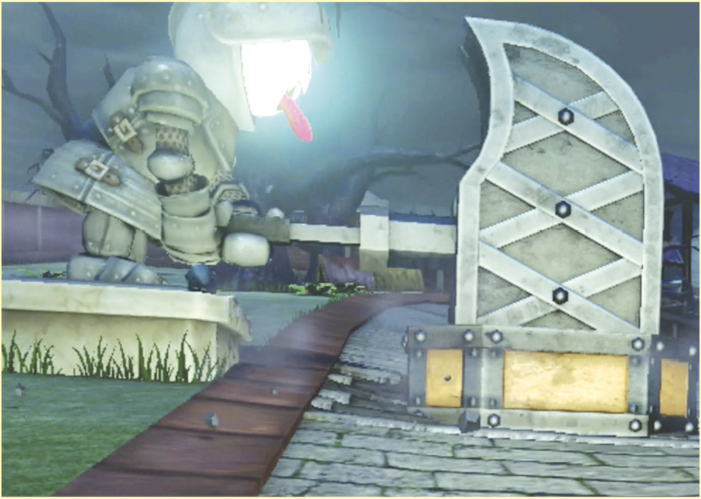
The place to use a Mushroom is at the bottom of the hill, cutting across the grass to hack away a good chunk of track and getting that much closer to the finish line!

TWISTED MANSION

MARIOKART
Ghost Clock

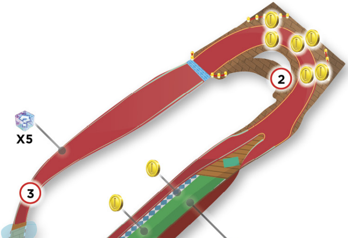
This mansion is probably not one Luigi would be happy to own. Challenging both your skills as a driver and your sense of equilibrium, Twisted Mansion sends racers spiraling through its depths. One of the most technical courses in the Flower Cup, you'll have to anticipate turns and begin your drifts well in advance to keep up your speed around these sharp corners.

CAUTION: ROADSIDE UNASSISTANCE

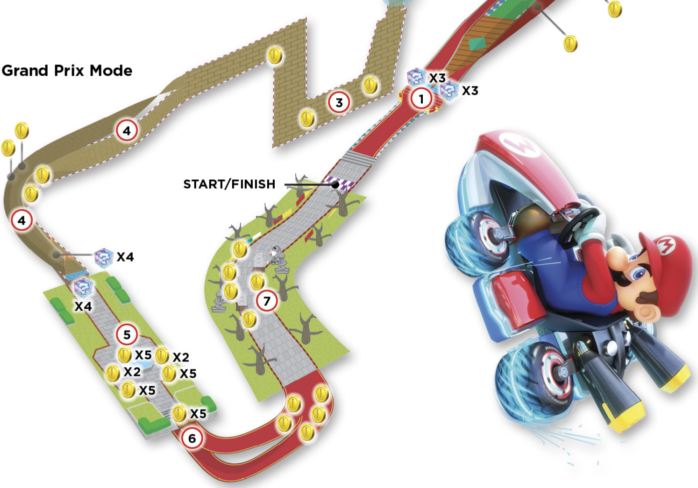


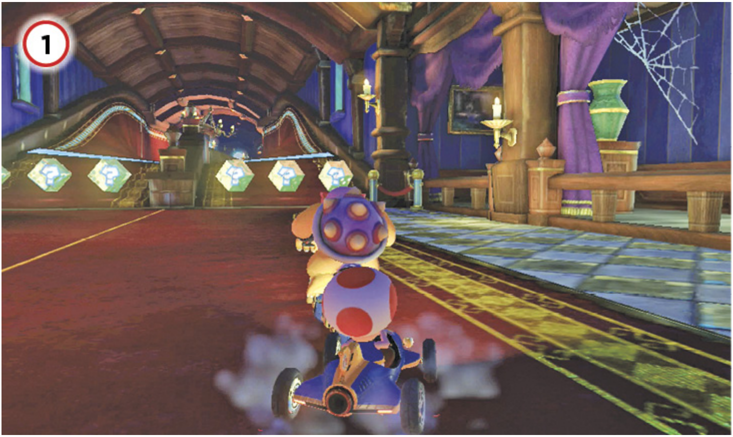
Hammer Knights: The final stretch of the track is populated by statues of knights that slam their hammers onto the ground. It's easy enough to avoid them by staying close to the center of the track, but the best racing lines will take you very close to them.

GRAND PRIX

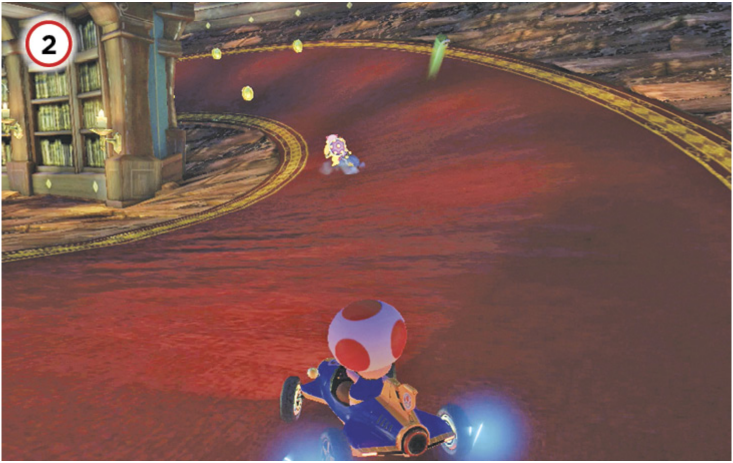


Grand Prix Mode

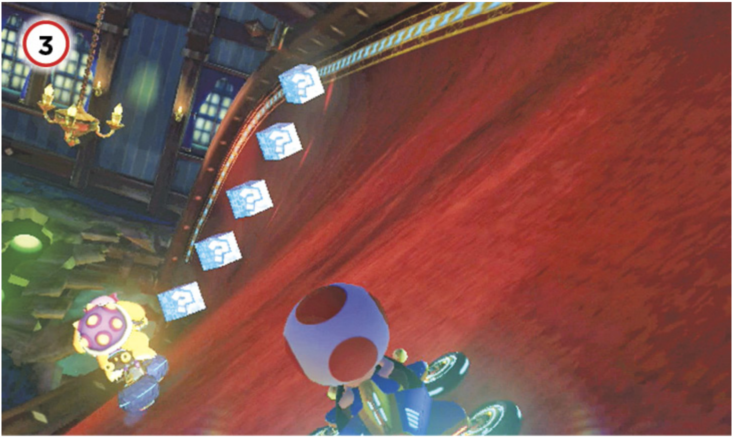




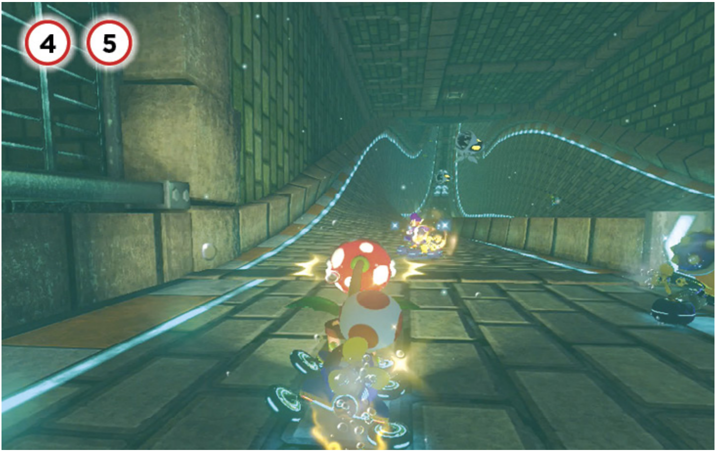
Seconds from the starting line, the track splits in two. Both paths are a set of undulating walls that look over a dining area. We recommend the right-hand path, particularly if you've got a Mushroom to spare, as it helps you line up for a shortcut. It is possible to score a Jump Boost off each "hill" that appears on these paths. A heavy racer using this tactic can smash others into the walls as they race through the starting pack.

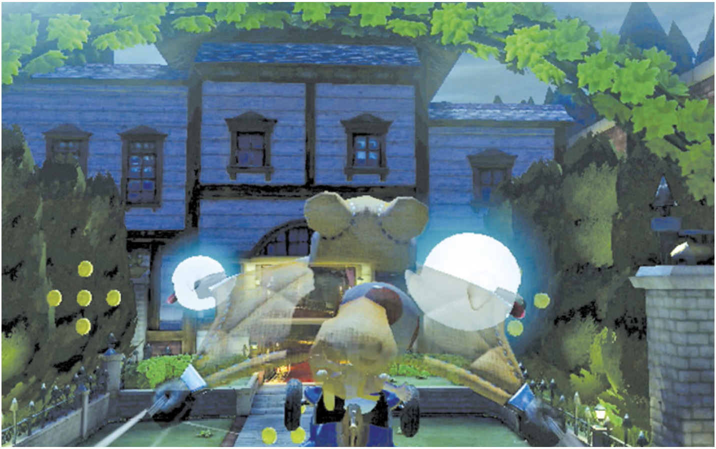


The shortcut is on the left side of the track as the two paths reconnect. It's essentially a hairpin that cuts the corner much tighter than the main part of the course, but it requires a Mushroom if you don't want to lose speed driving this path. The actual turn is lined with Coins on the inside and outside of the track.

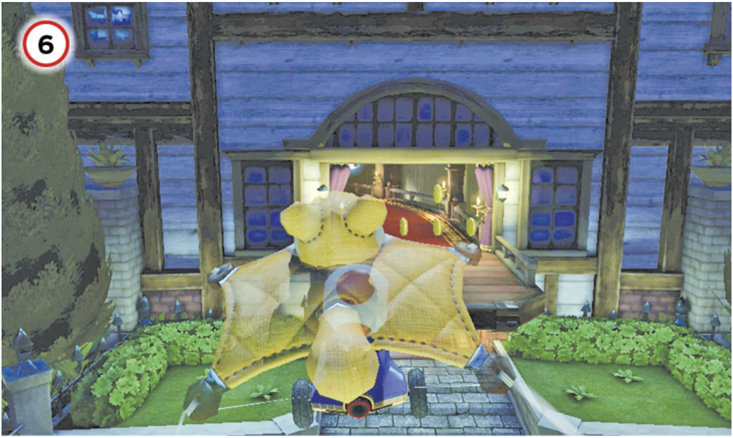


The course shifts gravity once more as you dive into a flooded sewer system. Your vehicle's handling will feel a bit more squirrely through the next two turns. The sharp angles here can make Green Shells extremely unpredictable for you and your competition!

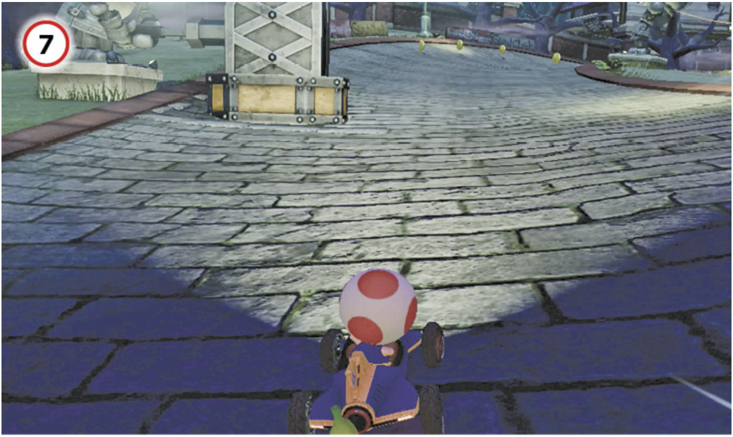




After the gauntlet of turns, the track splits in two once again. As before, there is no distinct advantage to either path—both will take you to a series of dash panels and a jump panel that will send you gliding over a fountain surrounded by Boos (**5**). Formations of Coins are also scattered through the air.



As you fly over the fountain, you have to choose between an upper and a lower route. The upper path is faster, but making the hard left turns just as you enter can be tricky. This is also prime territory for Bananas, so keep an eye out during future laps.



The final stretch is a gentle curve to the right, with a pair of hammer knight statues pounding away at the track. Avoid the hammers as best you can while snagging Coins. Hammers can block Green Shells and Red Shells, which can become a last-ditch defense if you've got no items on you.

TIME TRIAL

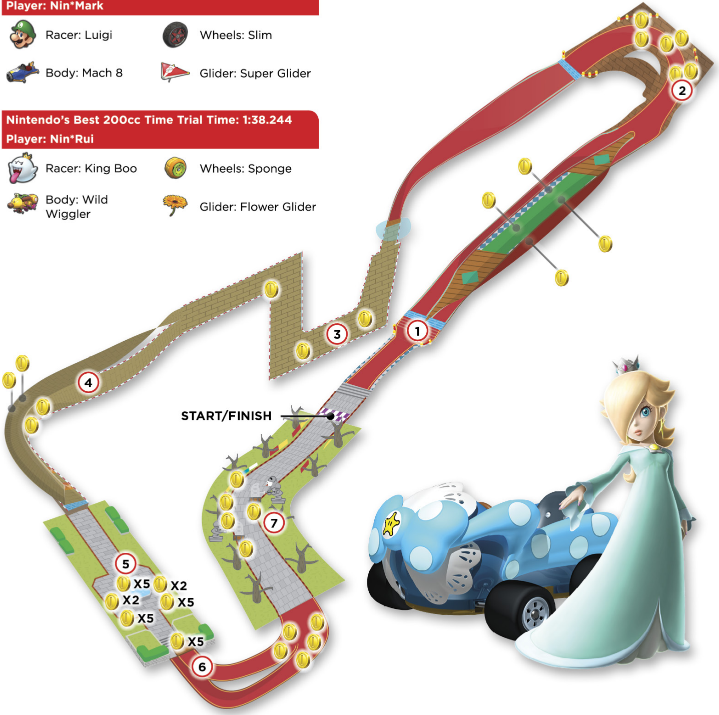
Time Trial Mode

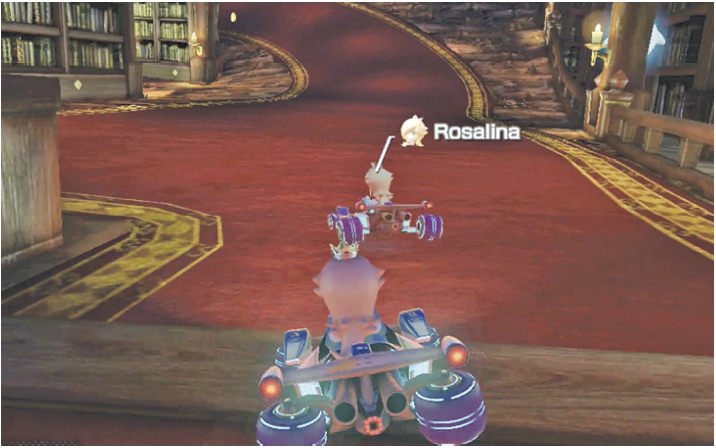
Nintendo's Best 150cc Time Trial Time: 2:14.615
Player: Nin*Mark

Racer: Luigi	Wheels: Slim
Body: Mach 8	Glider: Super Glider

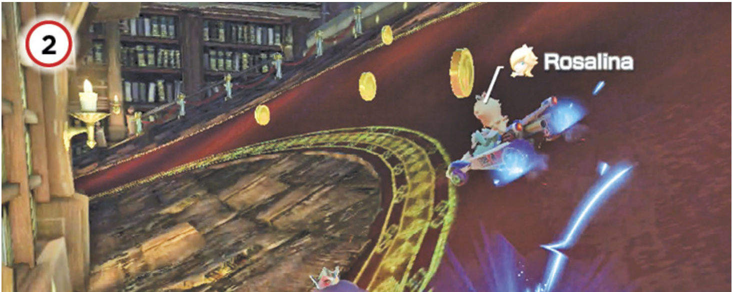
Nintendo's Best 200cc Time Trial Time: 1:38.244
Player: Nin*Rui

Racer: King Boo	Wheels: Sponge
Body: Wild Wiggler	Glider: Flower Glider

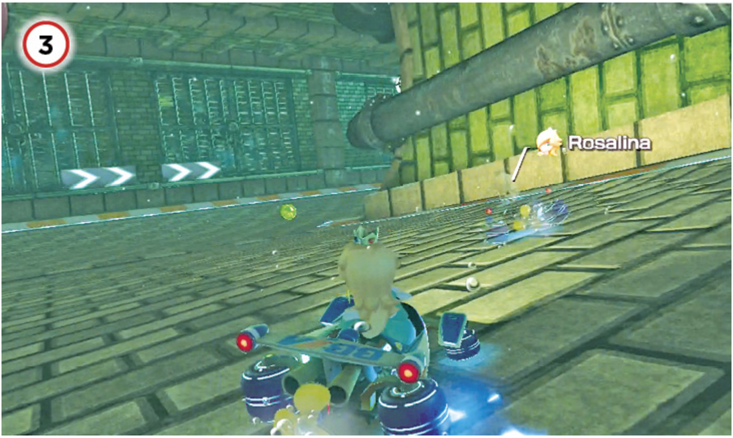




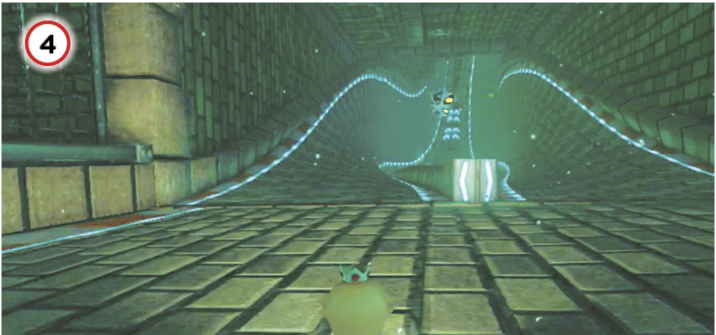
Take the right path just after entering the mansion, and collect both Coins you see. It lines you up better for the upcoming shortcut, as well as helps you snag some Coins on the upcoming turn. Don't forget to Jump Boost off the rolling hills of the track here!

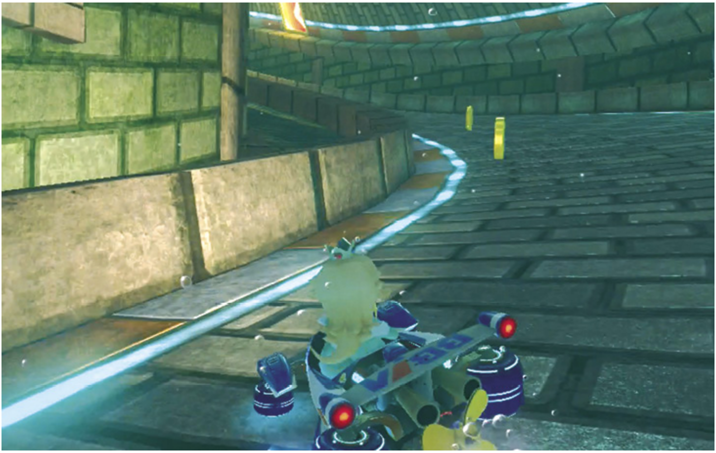


The shortcut here requires the Mushroom to take full advantage of it. However, on Lap 1 we recommend bypassing the shortcut so you can snag three Coins on the inside of the first hairpin turn. Future laps should take advantage of this shortcut.

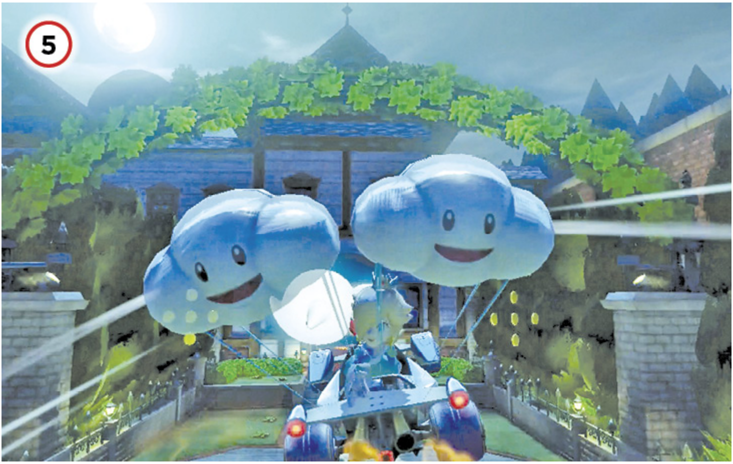


Remember your handling underwater is different! Drift and Mini-Turbo through these corners, cutting them tight to collect Coins as you go. You can easily have eight Coins at this point.

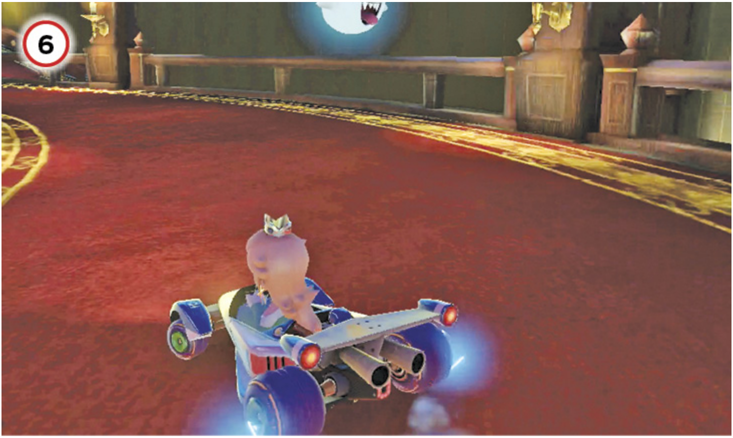




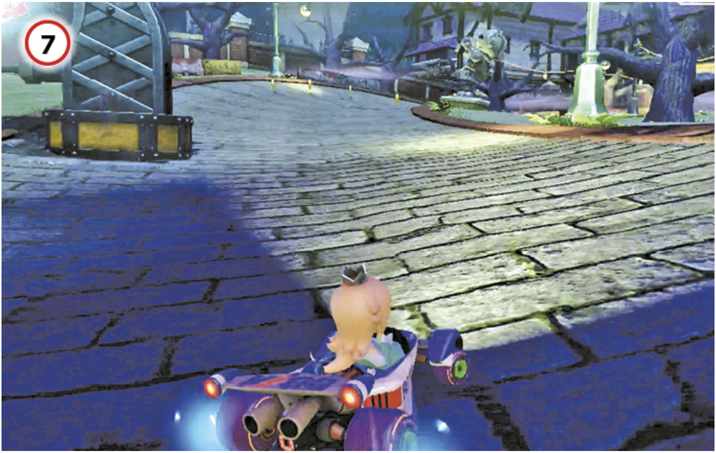
When the track splits again, there's not a preferred route to take. Don't miss the Coins you can collect on these routes. Ideally you can get to ten Coins.

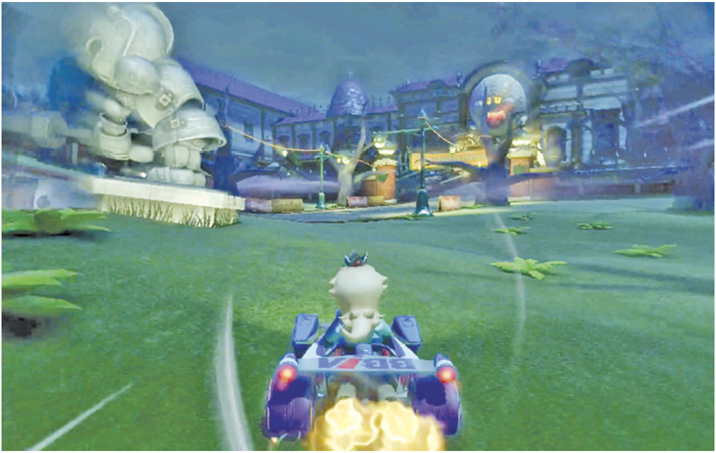


When flying over the fountain, aim for the upper route on the other side. If you still need Coins, you can snag more floating in the air.



The upper path requires a tough left turn through a fairly cramped space. Heavier racers will have more trouble drifting through this turn, but it's completely possible to pull it off and score a Mini-Turbo in the process.





If you did not use your Mushroom on Lap 1 for the shortcut, you can use it to bypass the hammering statues by cutting across the grass on the right side of the track.

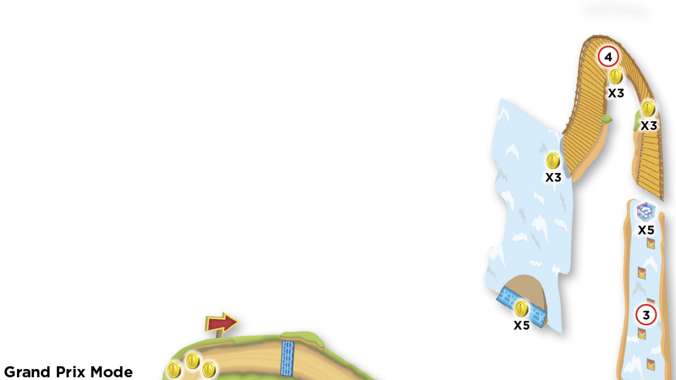
SHY GUY FALLS

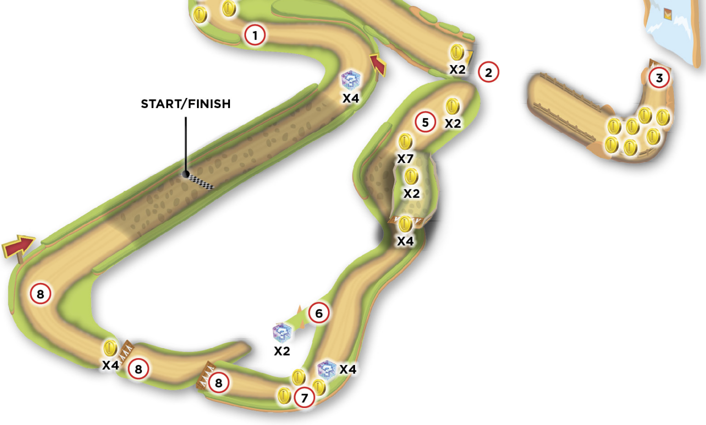
Have you ever wanted to race up and down waterfalls located deep within a Shy Guy mountain commune? Of course you have! Shy Guy Falls provides for this very specific desire. The Flower Cup finale is no slouch, being one of the fastest tracks in the entire game. Dash panels galore fill this course, and the best racers will take full advantage of them.

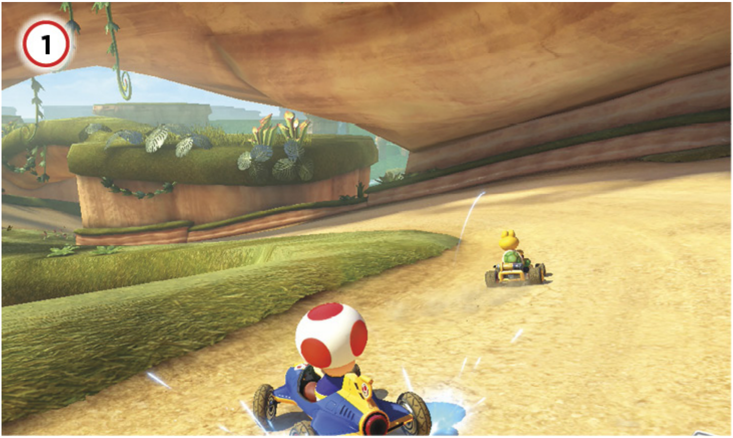
CAUTION: ROADSIDE UNASSISTANCE

There are no special hazards on Shy Guy Falls, beyond falling off the course. Of course the competition does its best to make that happen.

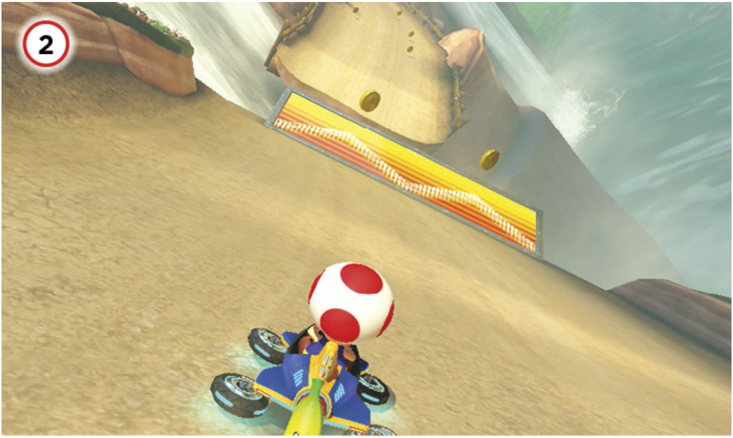
GRAND PRIX



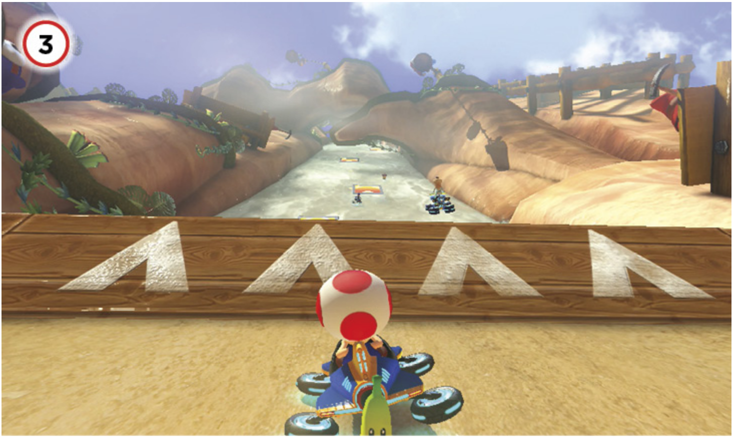




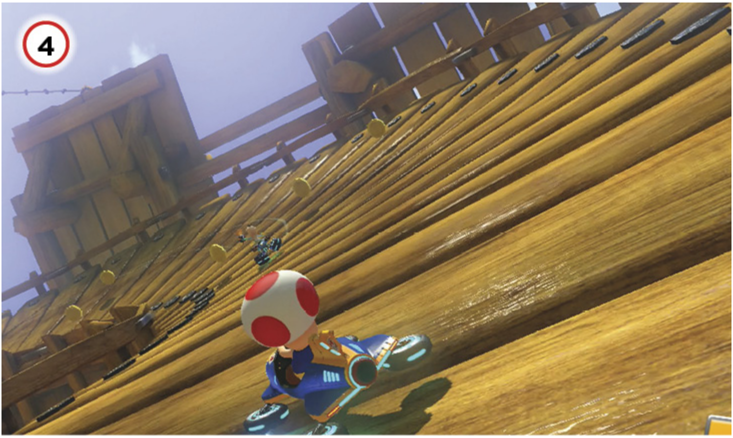
The middle of the opening S-curve is lined with Coins on the inside and outside racing lines. Hopefully, you'll start this track at or near the front of the pack so you can snag at least a few before the rest of the pack reaches them.



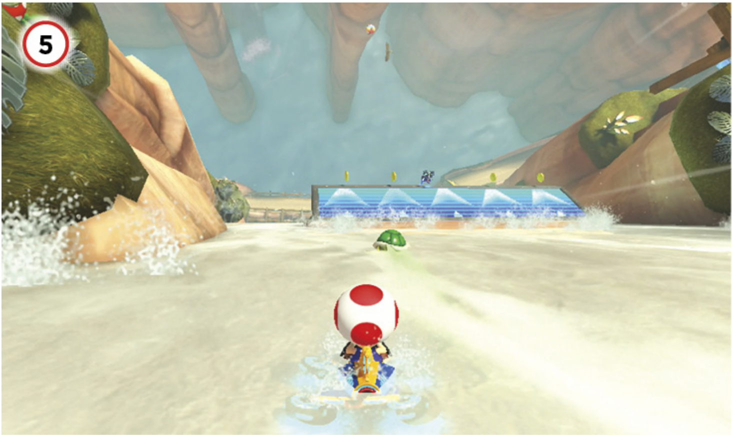
Exiting the S-curve, you'll see a gap across a waterfall that you can clear with the dash panel ramp. Don't try anything too fancy—you're defying gravity at this point and a mishap can send you into the water! More Coins line the left turn just after the jump.



Jump Boost off the ramp onto the waterfall, aiming specifically for one of the dash panels that are flowing toward you. You want to hit as many panels as possible, and the computer racers will definitely be doing the same! This is a good spot to wreak some havoc with Green Shells, if you've got 'em.

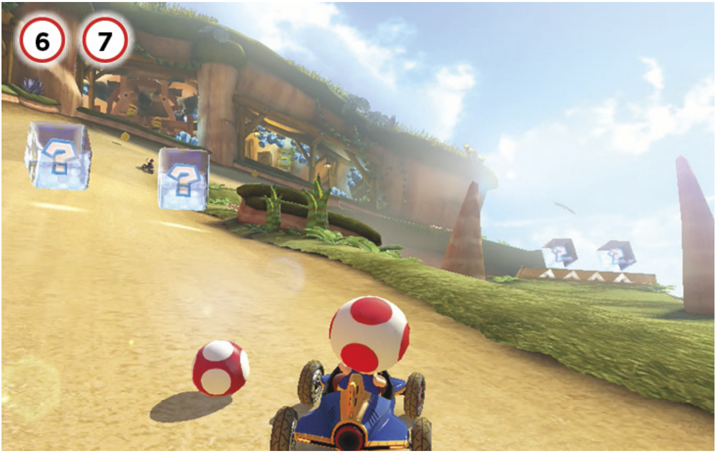


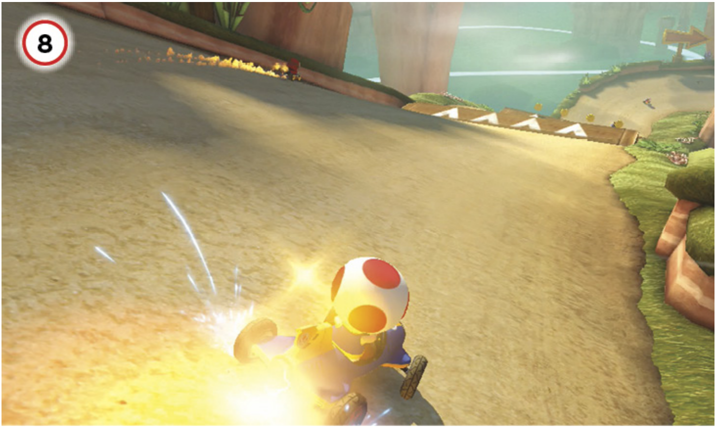
After the first waterfall, drift through the hairpin left and align yourself to go down the second waterfall. Racers have so much speed going into this section that you'll have a lot less time to react to items.



The ramp at the bottom of the second waterfall sends you flying across a chasm toward the final portion of the course. You have a choice at this point: aim for the lower route, or risk the trickier upper path to have a slight positional advantage.

The major shortcut of this course is very easy to miss. Just past the short split in the road, on the right side of the track, you might notice a pair of stone spires. This marks a grassy path that requires a Mushroom to propel you across a gap to cut past a much longer Turn 7. If you don't have the means to use the shortcut yourself, set Bananas near the approach to it and hope for the best.





Some time can be made up on the turn next to the shortcut by Jump Boosting off the ramps. After this there's just one last right turn before you sprint to the finish!

TIME TRIAL

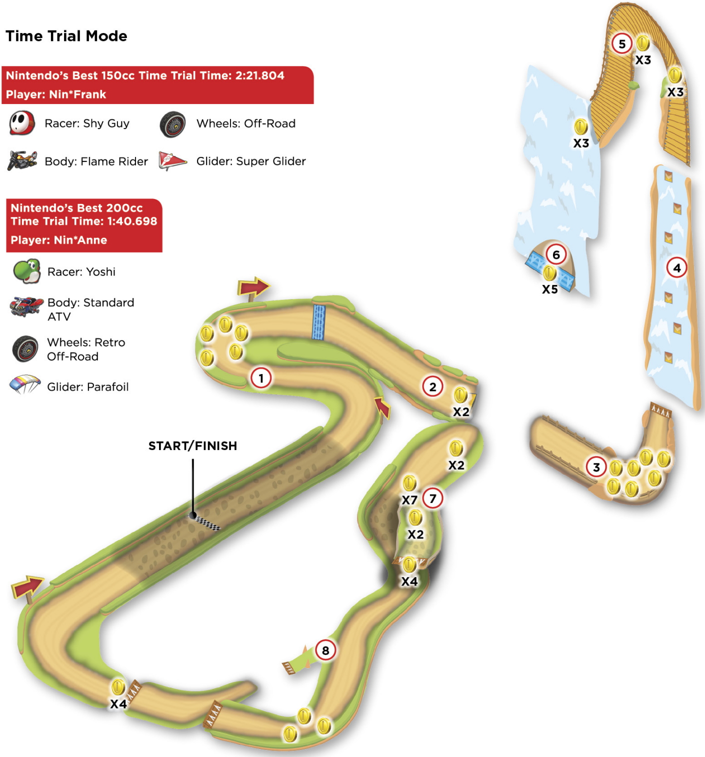
Time Trial Mode

Nintendo's Best 150cc Time Trial Time: 2:21.804
Player: Nin*Frank

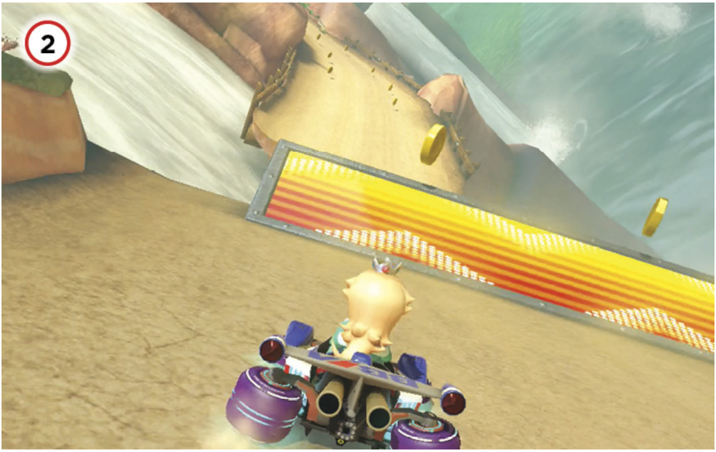
Racer: Shy Guy	Wheels: Off-Road
Body: Flame Rider	Glider: Super Glider

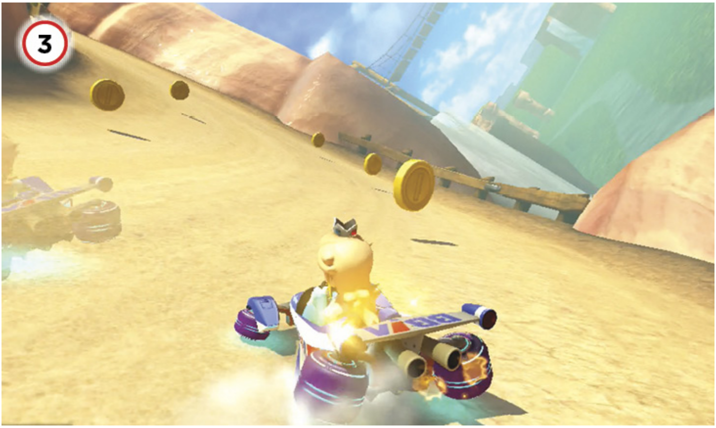
Nintendo's Best 200cc Time Trial Time: 1:40.698
Player: Nin*Anne

Racer: Yoshi
Body: Standard ATV
Wheels: Retro Off-Road
Glider: Parafoil

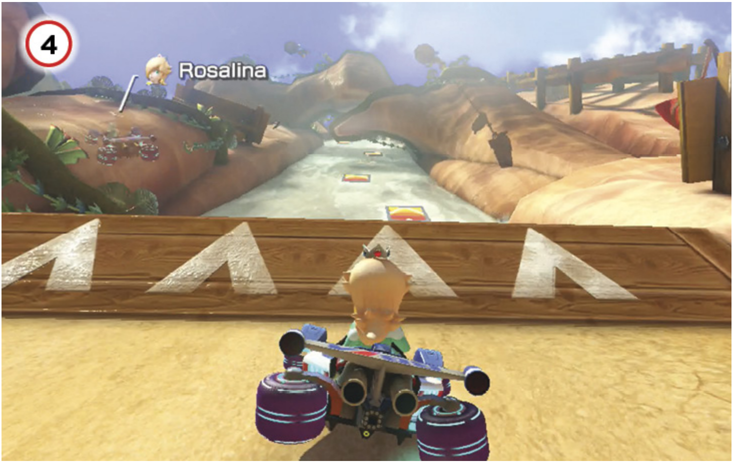


The opening S-curve is a gentle opener to the rest of the trial. Stick to the inside line and make sure you collect the two Coins at the second half of the S-curve.

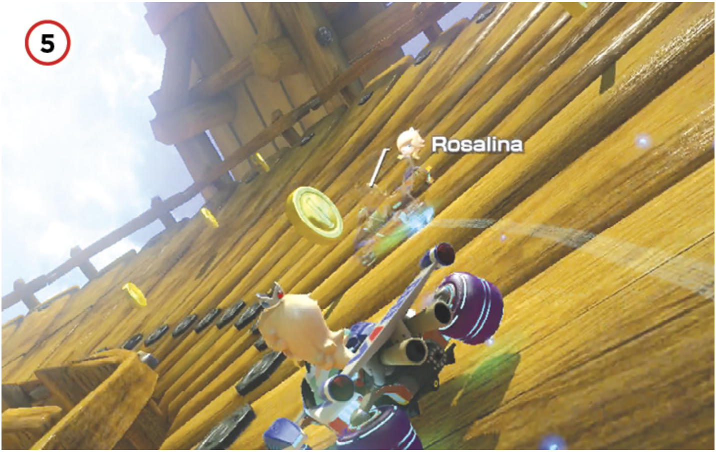


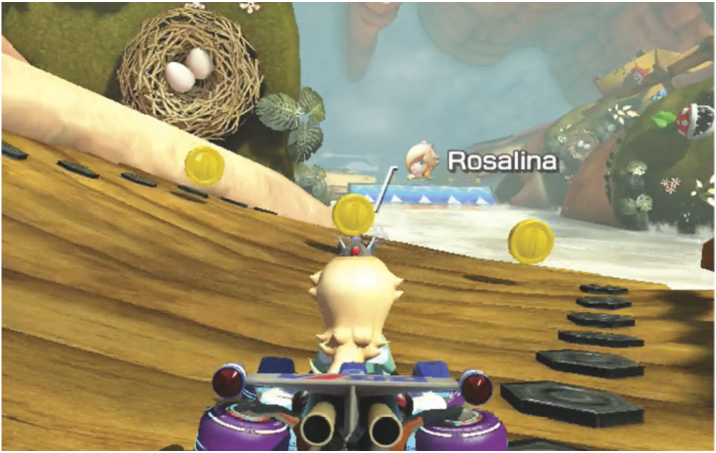


The dash panel ramp that launches you over the waterfall has a pair of Coins. Collect these Coins and line up for the approach to Turn 3. If you want to snag four Coins, drift on the outside line of the turn. For later laps in the trial, stick to the inside.

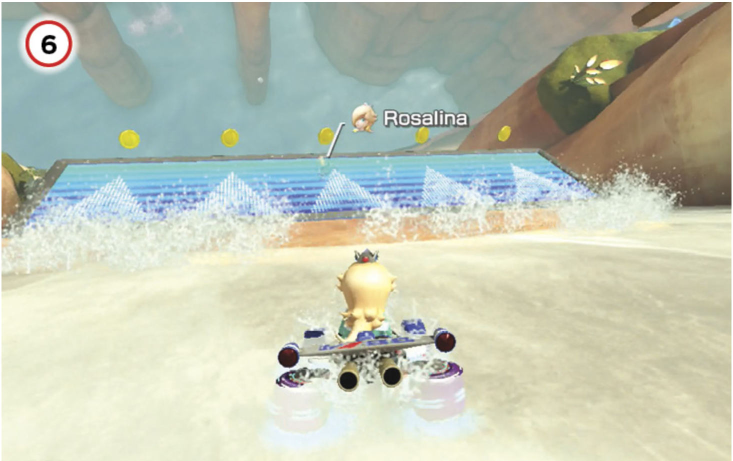


The ramp that sends you up the waterfall can be Jump Boosted, while the waterfall itself sends plenty of dash panels your way. Don't maneuver too much, and concentrate on hitting as many of the panels as possible to keep your speed high.

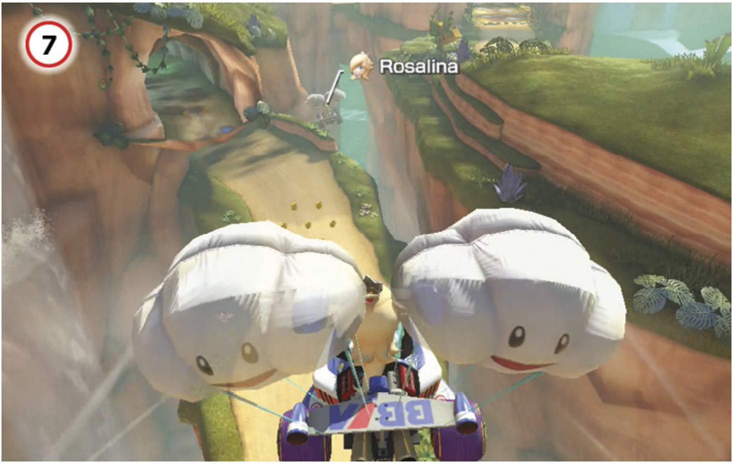




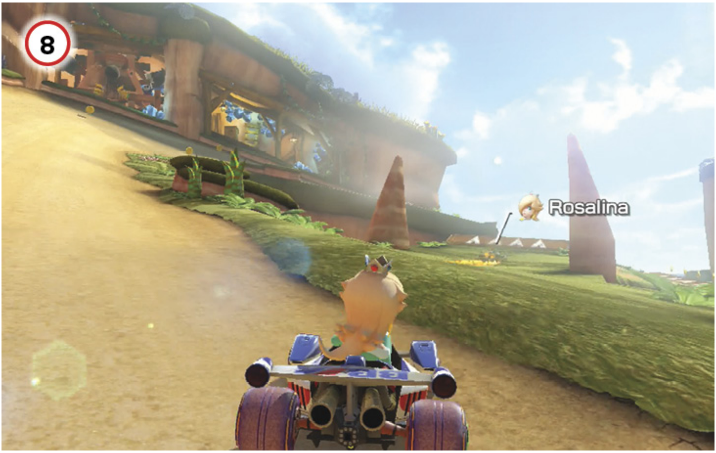
Stick to the inside of this turn that will send you plummeting back down another waterfall, collecting two more Coins. Another Coin awaits at the bottom of this wooden path just before you land back on the water.

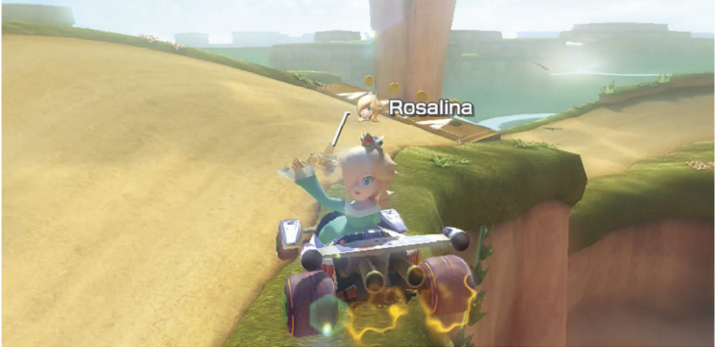


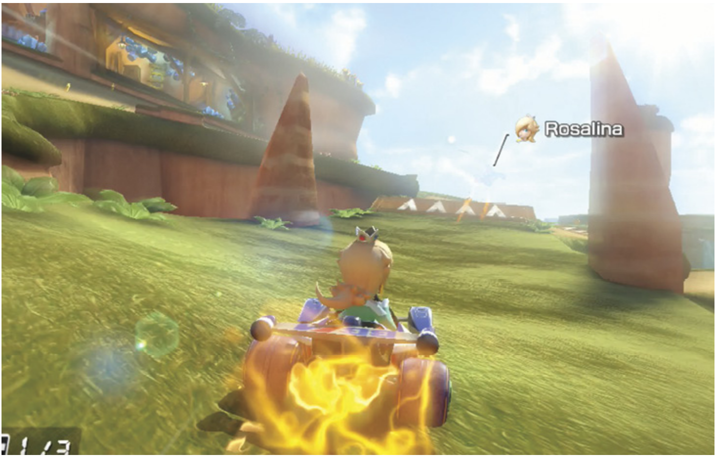
The bottom of the waterfall has a glide ramp with even more Coins. It's possible to snag a tenth Coin here on Lap 1!



The short flight from the waterfall gives you two paths to choose from. Aim for the upper route, cutting close to the wall on the left to avoid landing in the rough grass on the right side of the cave so you can maintain speed. You can Jump Boost off another ramp for more speed—just be sure to land on the road below!







This shortcut is hard to see if you're not paying attention. Look for two stone spires on the grass to the right shortly after dropping down from the cave. Mushroom boost between them, then Jump Boost off the grass and prepare to turn sharply to the right to stay on the course. If you mess up here, you'll go flying off the side of the track! Your three Mushrooms should be used exclusively for this shortcut.

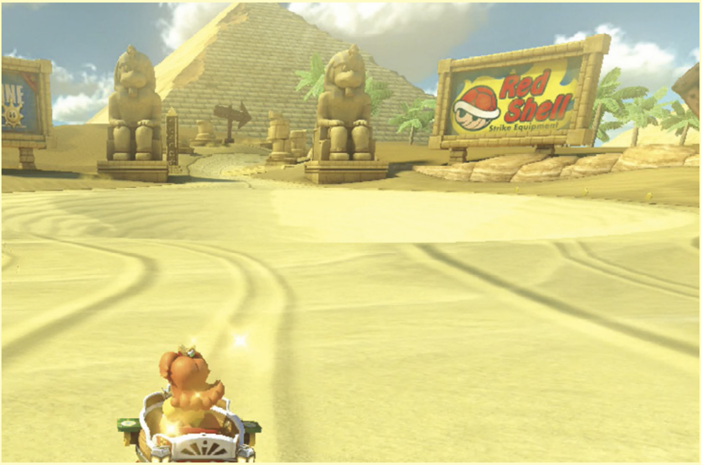
MARIOKART
L

Banana Cup

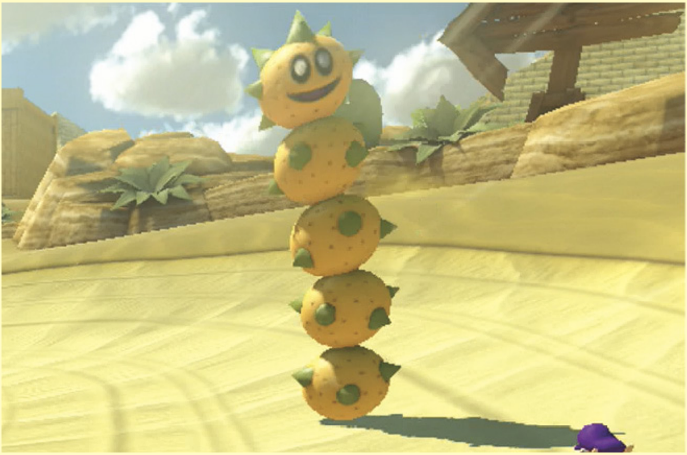
GCN DRY DRY DESERT

A different sort of fun in the sun, the Dry Dry Desert returns as a venue to the *Mario Kart* circuit. Some players may remember devastating whirlwinds that once populated the course during races, but you'll find that the air is much calmer this time around, and the desert is also wetter than before!

CAUTION: ROADSIDE UNASSISTANCE



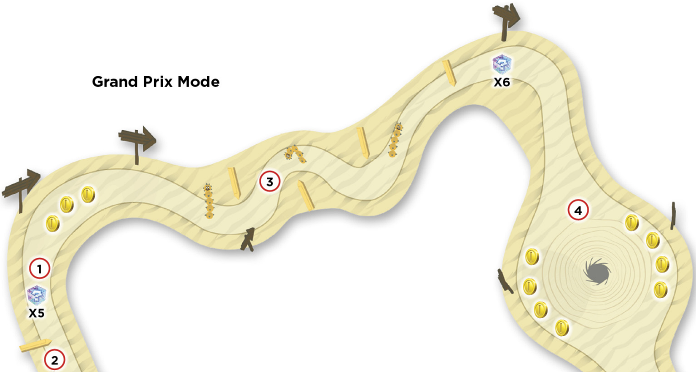
Sand Sinkhole: At roughly the halfway point through a lap, racers encounter a massive sinkhole that can swallow slower racers whole! A Mushroom can help boost players out of the pit. Those without should at best skirt the edges of the sinkhole. Even a Super Mini-Turbo will not be enough to save racers who get in too deep!

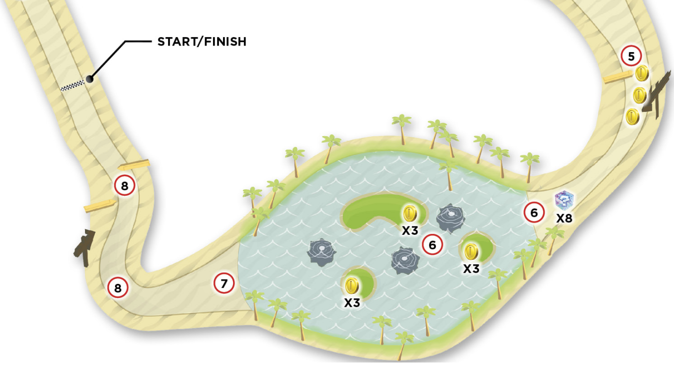


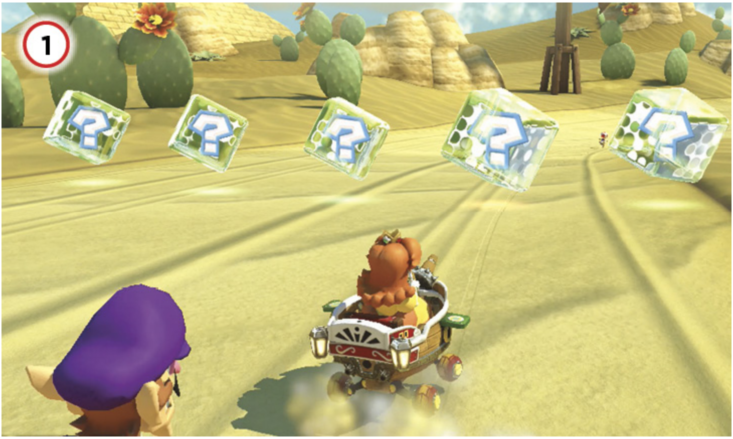
Pokeys: These cactus creatures stand tall on the track—until racers come close! Then they turn themselves into spiky arches on the track that can be safely driven through for the Coin that appears at their center... but it's still best to avoid risking an accident and drive around them. There are safer ways to collect Coins!

Falling Pillars: As you race through the course, pillars on the side of the track will collapse to the ground, turning into impromptu ramps to Jump Boost from. These can be beneficial—just be aware of where you're jumping so that you don't go off-road!

GRAND PRIX

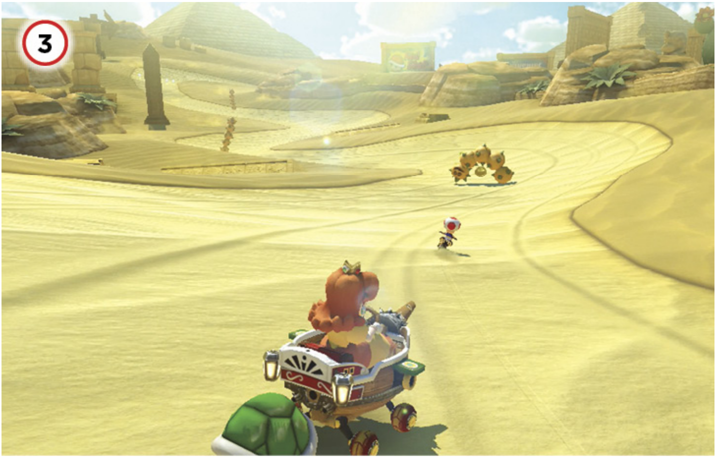


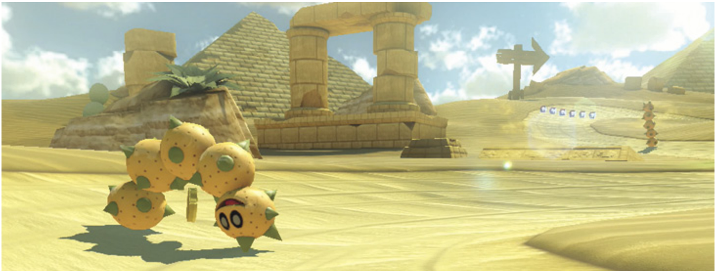




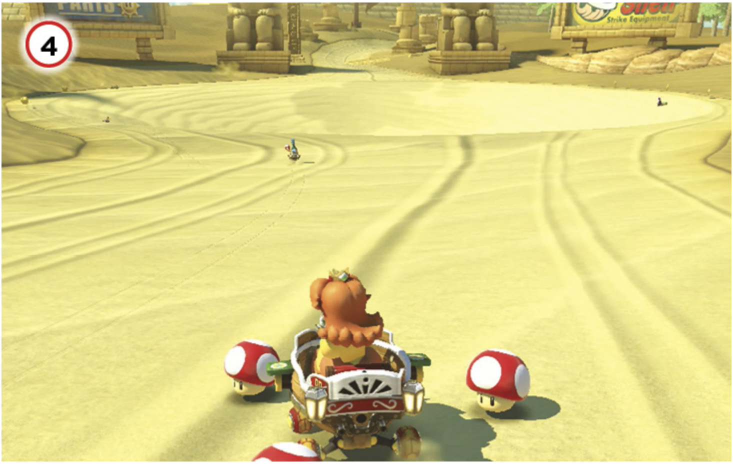
It's imperative that you get a good start on this course. Items are available only seconds out from the start line. If you're at the front of the pack going into the upcoming turns, you'll want to have something ready to defend yourself with!

On Lap 2, one of the stone pillars near the start of the lap will fall onto the track to become a ramp to use.



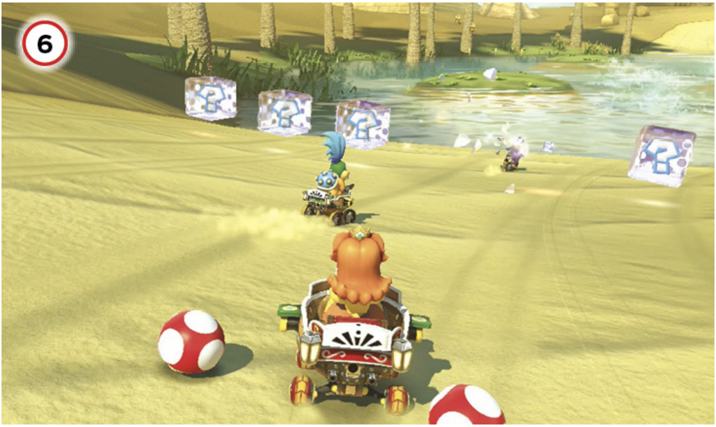


The five consecutive hairpin turns of this section are populated by Pokeys. You should be able to see where they are and adjust your racing line accordingly. If you have Mushrooms, you can cut across the sands off-road as a shortcut. Watch for stone pillars to become ramps to help propel you across the off-road portions of the track during later laps!

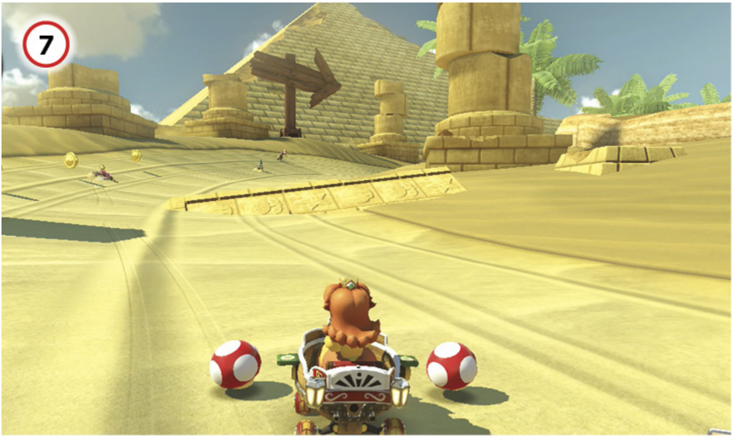


The sand sinkhole has two thin roads lined with Coins going around it. You can drift and Mini-Turbo through those curves. Again, a Mushroom can help you cut across a portion of the sinkhole to save some time. Be careful about other racers and items in this section—it's surprisingly easy to get knocked into the sinkhole!

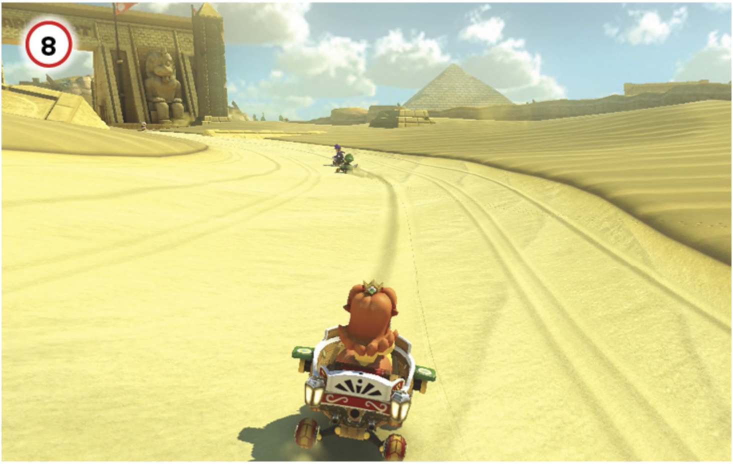
Another stone pillar will fall during this curve to the right. If you're still hurting for Coins, ignore this ramp and take the outside line.



The oasis has multiple water spouts that will launch you out of the water. They slow you down, but are useful for evading Green Shells. If you're trying to maintain speed, avoid the water spouts entirely. Jump Boost off the hill on the right side of the oasis, while skirting just to the left of the water spouts.



You can Jump Boost just as you exit the water on the other side of the oasis.



Over the course of your three laps, multiple stone pillars will fall alongside the final straightaway. You can cut the final right corner with a Mushroom.

TIME TRIAL

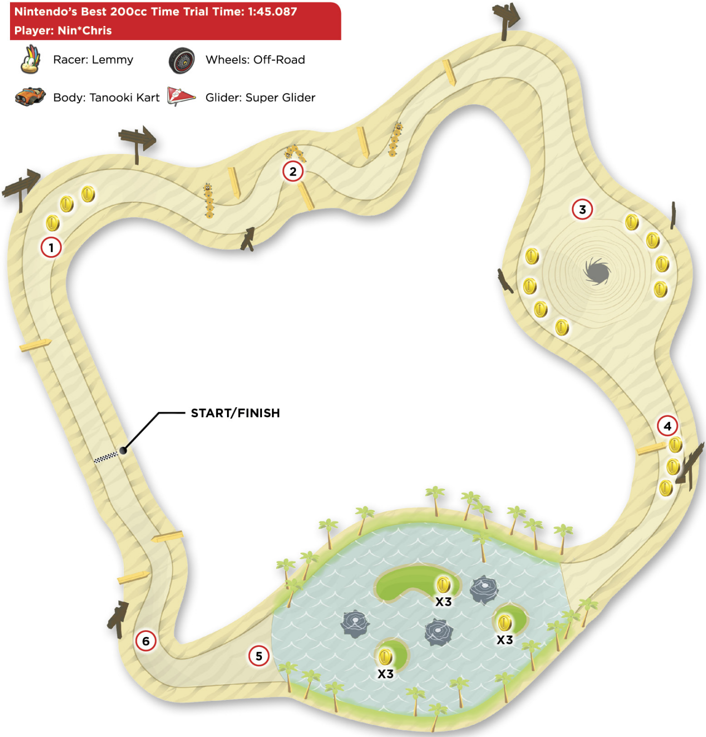
Time Trial Mode

Nintendo's Best 150cc Time Trial Time: 2:26.614
Player: Nin*Maria

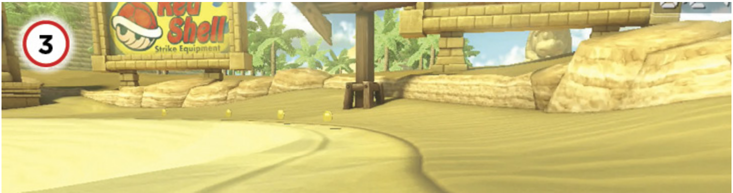
Racer: Peach	Wheels: Slim
Body: Standard Bike	Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:45.087
Player: Nin*Chris

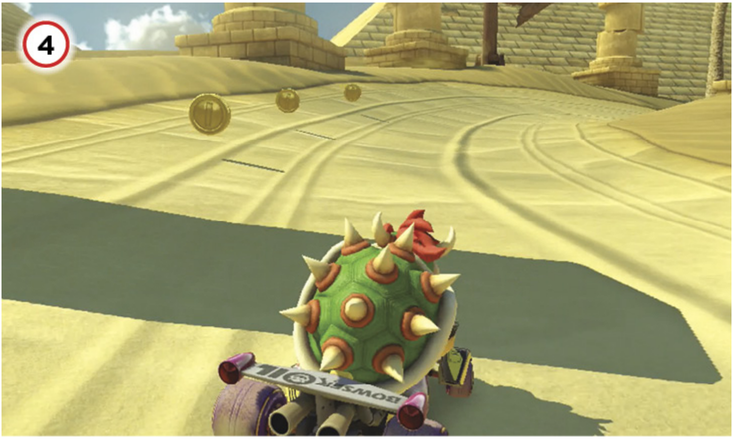
Racer: Lemmy	Wheels: Off-Road
Body: Tanooki Kart	Glider: Super Glider



Don’t miss the three Coins on the first turn. The upcoming hairpin turns feature a number of places to cut across the dark sands with a Mushroom, but this may not be as fast as a shortcut found closer to the end of the track!

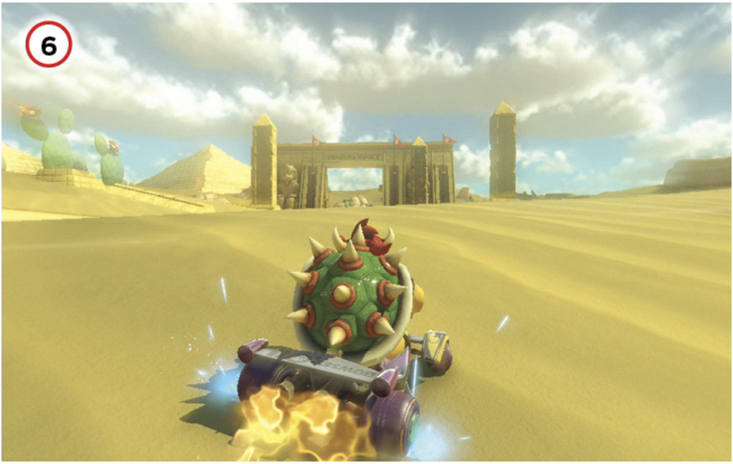


It’s vital that you collect at least four Coins when passing by the sinkhole during Lap 1. Both routes on either side have what you need.



Exiting the sinkhole zone, collect the three Coins to the left of the falling stone pillar.

There's a trick to getting through the oasis swiftly. Avoid the water spouts entirely, using the hill on the right side to Jump Boost. It's possible to Jump Boost off the hills while remaining in the water, to avoid slowing down when you crash back into the water. Don't miss the Jump Boost just as you leave the oasis.

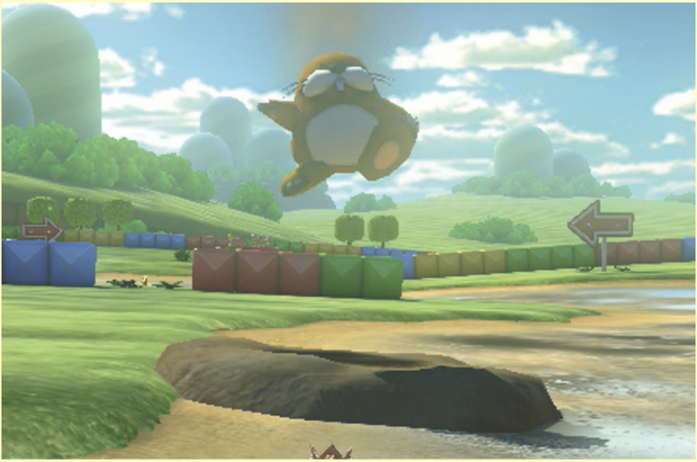


The final right turn can be cut hard across the sands with a Mushroom, following the stone wall well inside rough ground.

SNES DONUT PLAINS 3

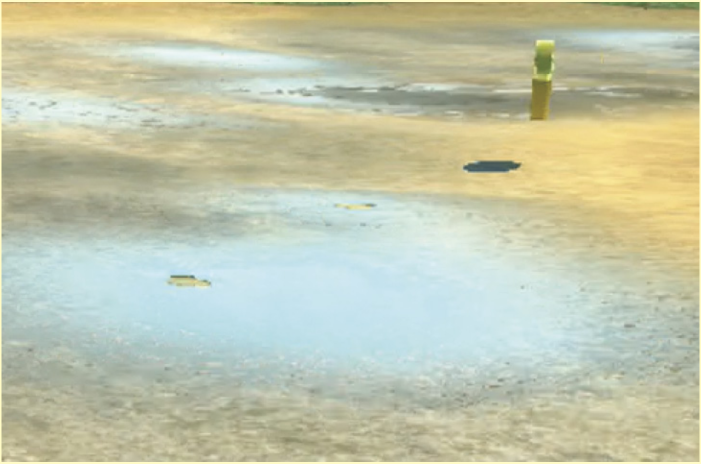
Returning from the original courses of the very first *Super Mario Kart*, Donut Plains 3 is a short and fast course. The ponds and grassy fields around the course can be exploited by a properly equipped and skilled racer for some fantastic shortcuts.

CAUTION: ROADSIDE UNASSISTANCE



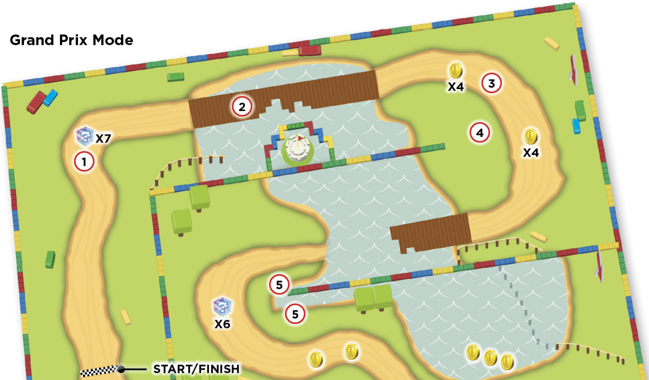
Monty Moles: The moles themselves are harmful to a racer, if the racer actually hits one. However, their molehills are an opportunity for Jump Boosts.

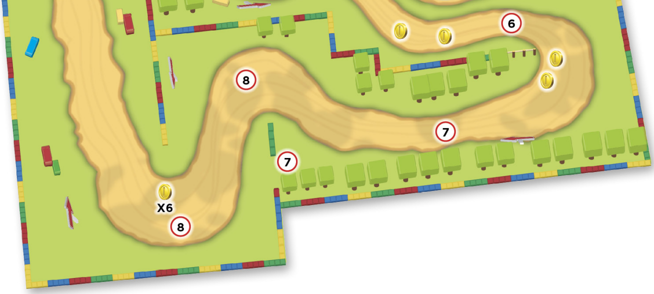
Cheep Cheeps: The waters at the center of the course are populated by some Cheep Cheeps. They usually will not get in your way, but keep your eyes peeled just in case.

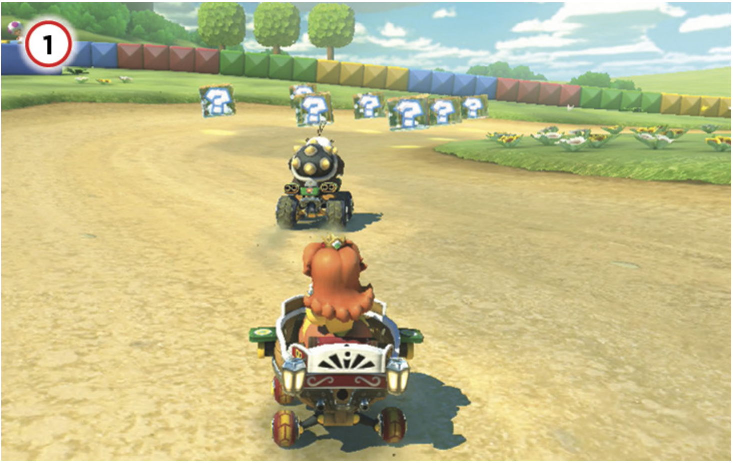


Water Puddles: Barely noticeable aside from a reflection of the sky visible on the ground. When driving through wet portions of the track, your drifts will feel wider than usual.

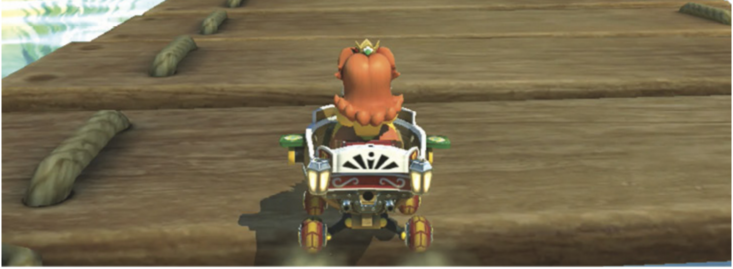
GRAND PRIX



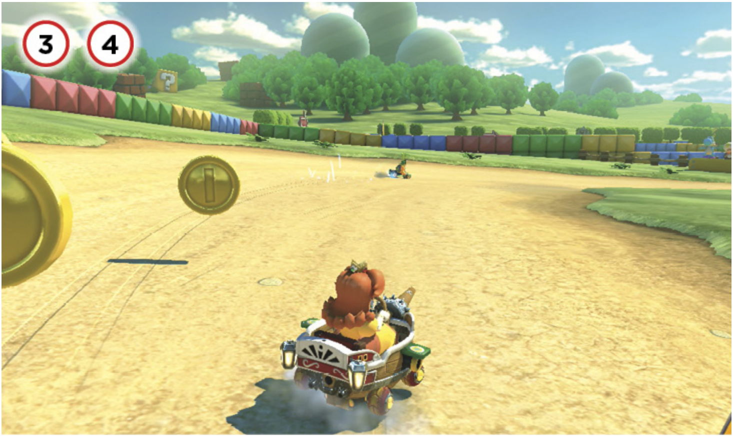




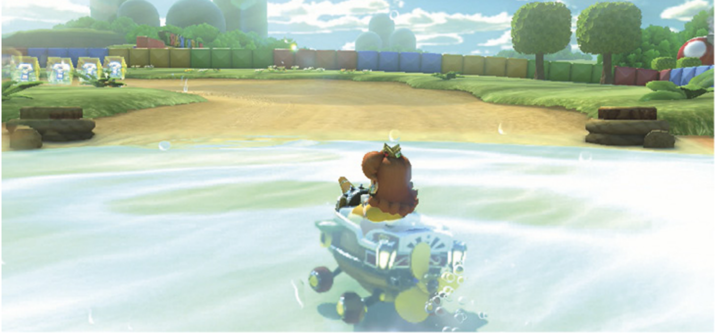
The first right turn, particularly during Lap 1, is vital to retrieve items from during the Grand Prix. If you don't get a good start, you'll likely miss out on items and be caught in the middle of the pack—and have a bit of a fight on your hands to break free.

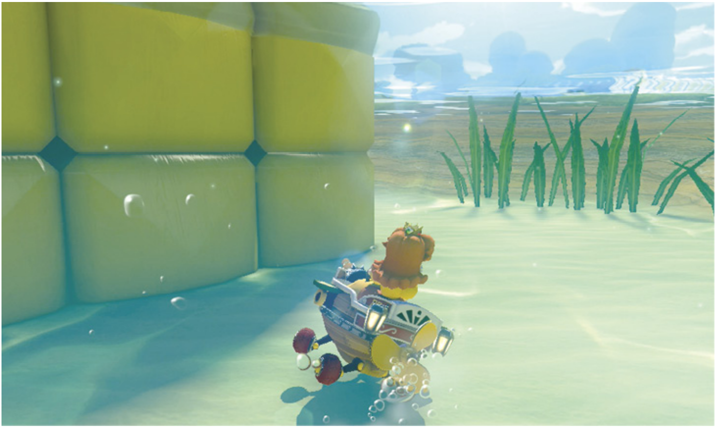


When crossing this first bridge, don't fall into the water unless you have a Mushroom to push you through the other side, and even then there's a better use for it just across the bridge. While you can drive through the water, normally it's a slower route.

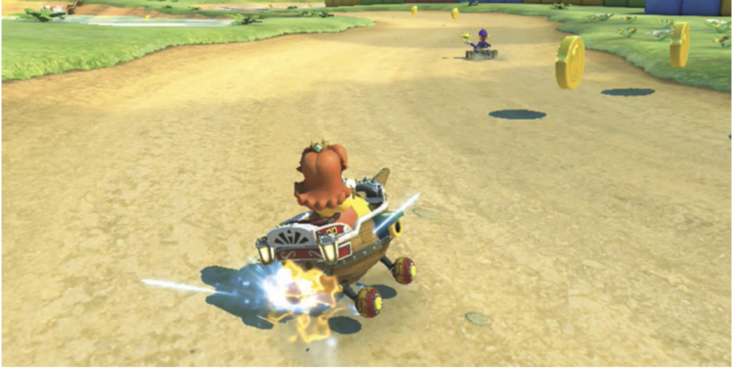


Staying on the road during Turn 2 can snag you some badly needed Coins. However, this turn can be cut very heavily by Mushrooming across the grass on the inside of the turn, past the retaining wall, and into the second pond.

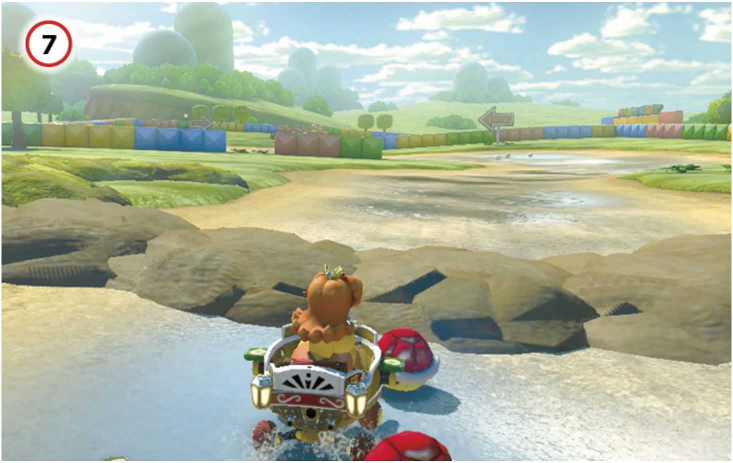




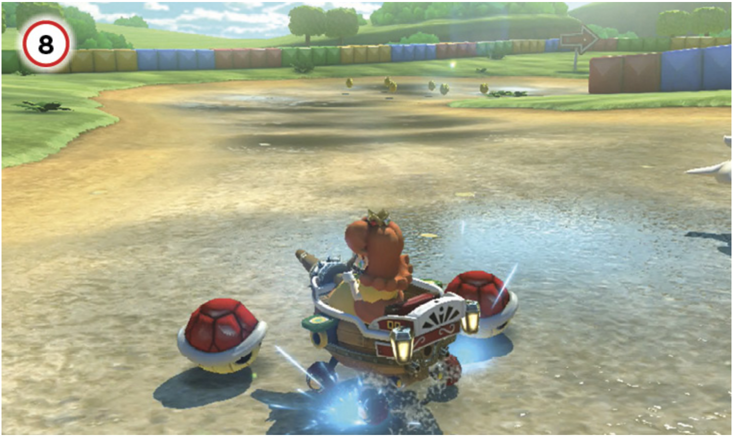
Exiting the second pond and following the obvious route through the Item Boxes into the following series of curves is simple. However, this second pond is also the site of another major shortcut—one that does not require Mushrooms. Simply cut the corner while in the water, avoiding contact with the retaining wall on the left, and drive up out of the water. The correct exit angle will be marked by tire tracks on the hill, and you can Jump Boost off this makeshift ramp onto the track.



However you decide to navigate out of the second pond, don't miss the Coins on the next part of the course!



After a hairpin right over wet terrain, this straightaway is infested by Monty Moles. Jump Boost off their hills if they get in the way. If you have a Mushroom again at this point, you can aim for yet another shortcut through a gap in the retaining wall.



If the shortcut is out of the question, leaving the Monty Mole straightaway requires you to navigate two final hairpin turns before the last stretch. The terrain here is wet, so be prepared to compensate for that. This is also a good location to cut loose with Bananas or any shells you might have to complicate things for rivals behind you.

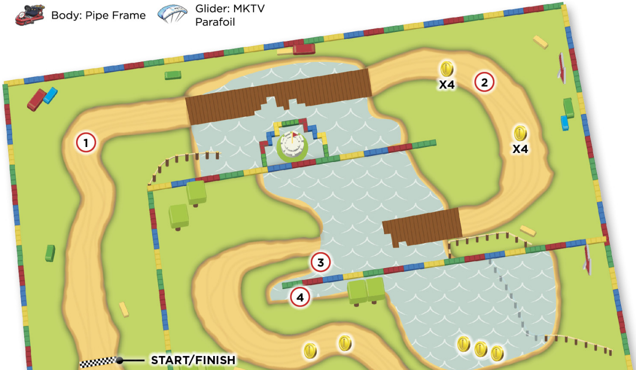
TIME TRIAL

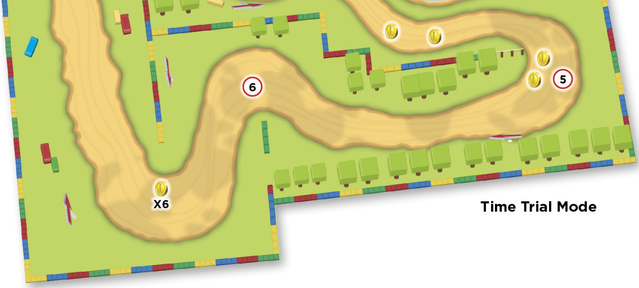
Nintendo's Best 150cc Time Trial Time: 1:35.564
Player: Nin*Frank

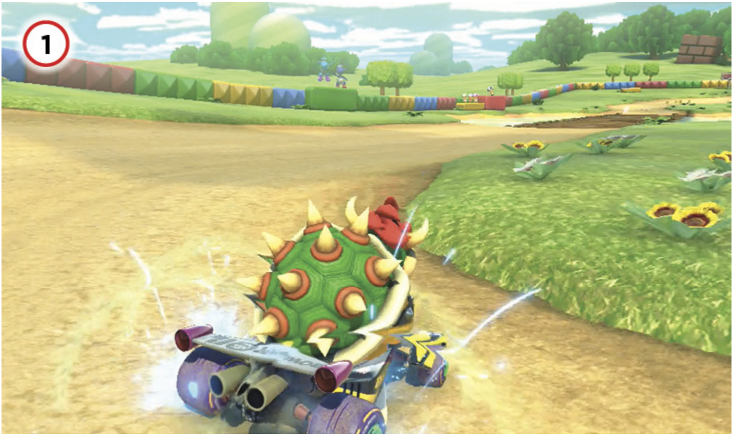
Racer: Lakitu
Wheels: Monster
Body: Pipe Frame
Glider: MKTV Parafoil

Nintendo's Best 200cc Time Trial Time: 1:11.794
Player: Nin*Mizuho

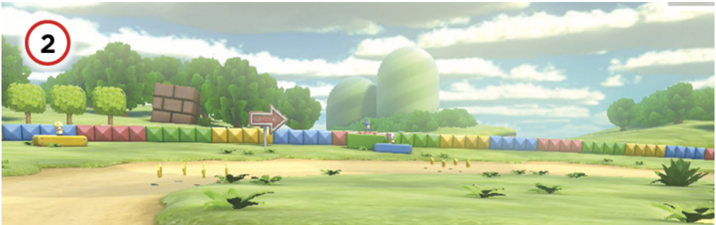
Racer: Koopa Troopa
Wheels: Monster
Body: Streetle
Glider: Flower Glider

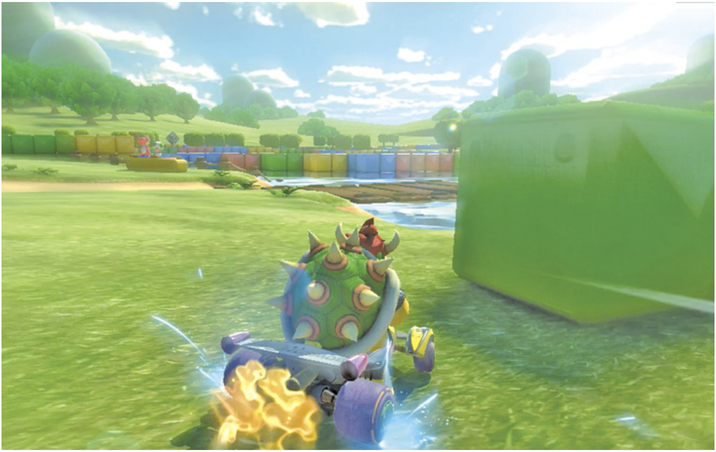




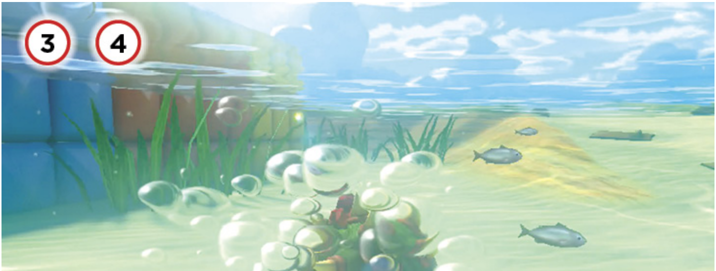


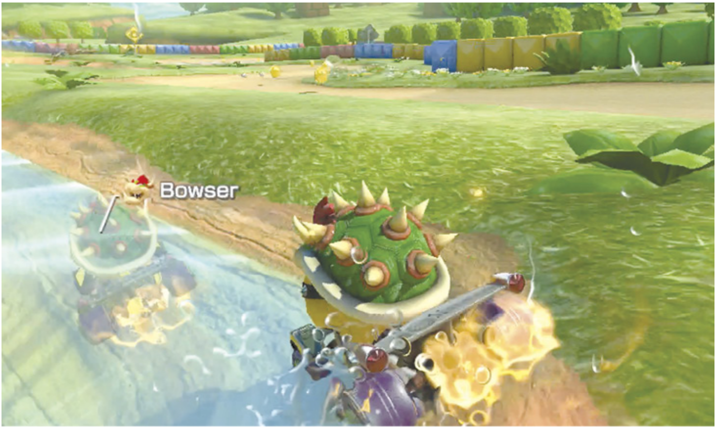
After starting, cut Turn 1 as tight to the grass as possible, and cross the bridge.



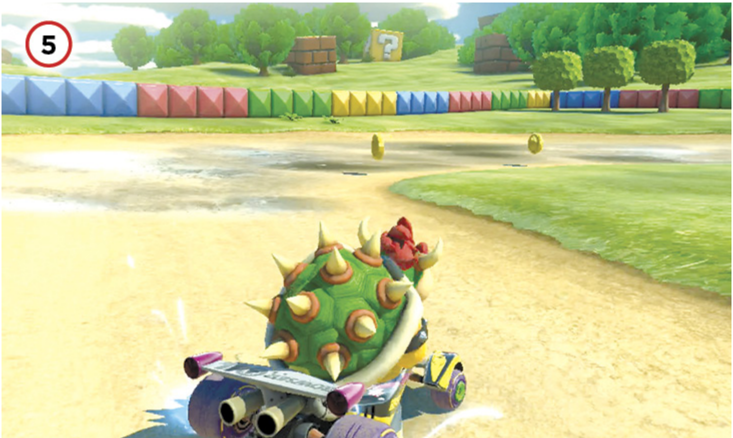


There are four Coins you can safely collect on this turn during your first lap. However, it's better if you cut this first turn by using a Mushroom to cross the grass, blowing past the dividing wall and aiming for the next part of the pond. If you're aiming for the best time, there's a good possibility that you will not reach ten Coins during this Time Trial. You have to make up for this with excellent cornering.

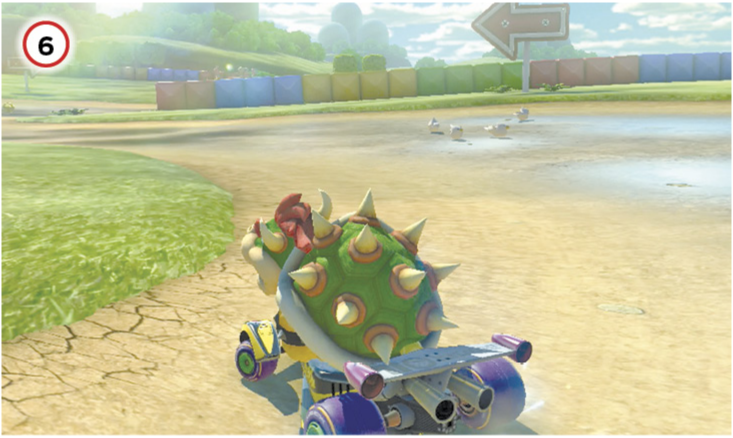




You must take the shortcut route out of the second pond to make good times! The hardest part isn't cutting the turn, it's exiting the water at an angle that lets you collect Coins on the next stretch of road. You can have up to eight Coins by this point.



The hairpin onto the Monty Mole straightaway has two more Coins to collect. Snagging them can be tough thanks to the wet terrain. Optimal laps down this stretch will have you taking advantage of Jump Boosts off the molehills.

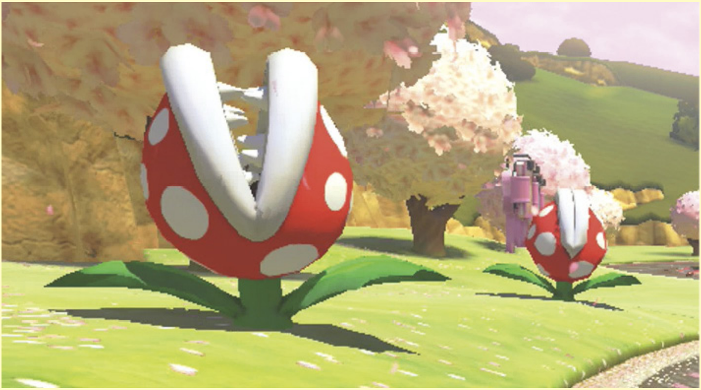


The last two turns should be taken as tight on the inside line as possible. Ideally, the transition from the next-to-last turn to the very last turn should almost be a straight-line drift from one apex to the next. The corner just before the final stretch does have some Coins you can collect on the inside line to help boost your total.

N64 ROYAL RACEWAY

One of the longer courses in the game, Royal Raceway is not a particularly challenging course to race on. Racing well, however, demands that a driver exploits every single turn to the fullest. Unlike so many *Mario Kart* courses defined by special features and obstacles, this track can be defined by a distinct lack of them.

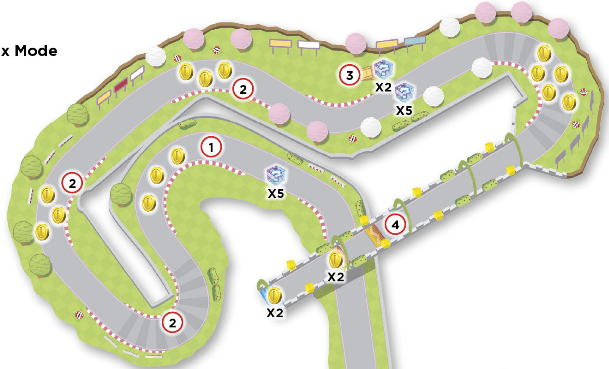
CAUTION: ROADSIDE UNASSISTANCE

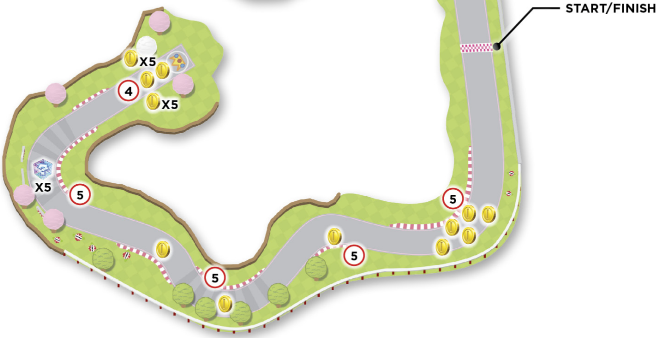


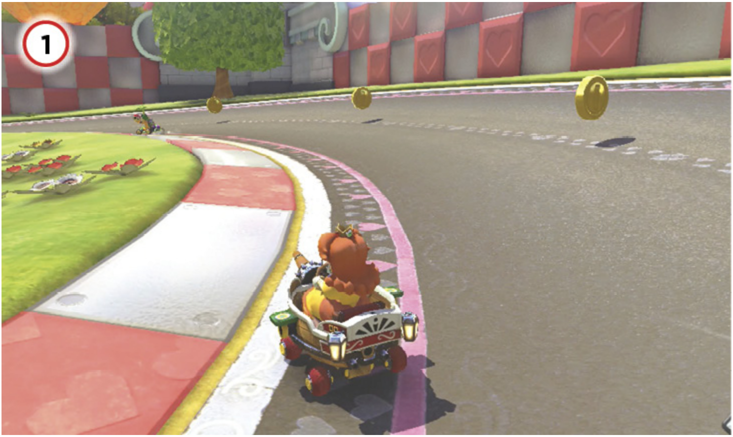
Piranha Plants: While not as aggressive as the variety that inhabits pipes, running into these guys on the sides of the track can be problematic. Don't let yourself stray that far off-road.

GRAND PRIX

Grand Prix Mode

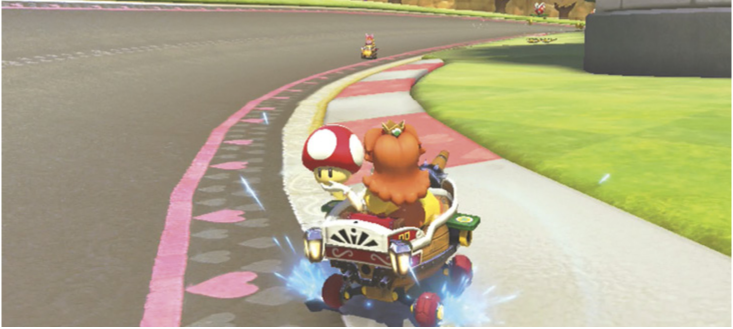






Coins and items are a precious resource on this track. With little in the way of natural obstacles to help defend against your rivals, your use of items requires timing, and it becomes important to deny every Coin to the enemy. Always look for groups of Coins, like these pictured on the first left turn, and collect them on every lap if possible.

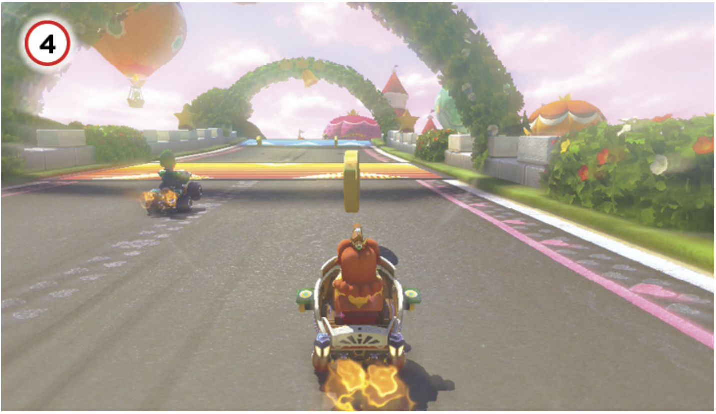
2
WOMEN OF RACING ORGANIZATION
Dream Gliders
BANANA CUP

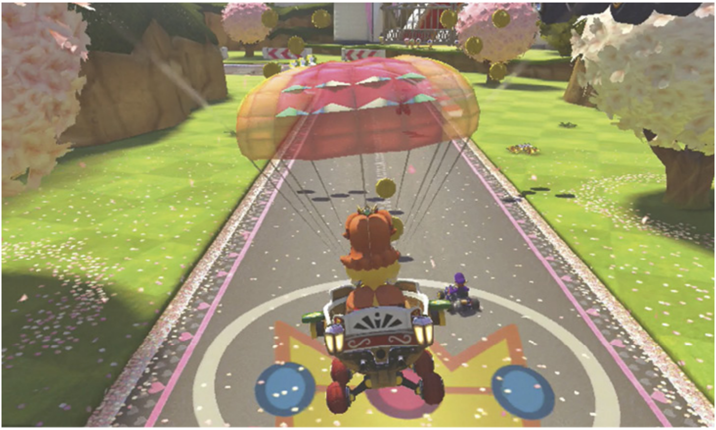


Technically more of a Time Trial technique, hugging turns tight enough that your wheels drag across the red-and-white stripes on the roadside might be one of the things that keeps you ahead of your opponents, especially on higher difficulties. That said, seeding the insides of turns with Bananas can be a great tactic to handle anyone following you closely.

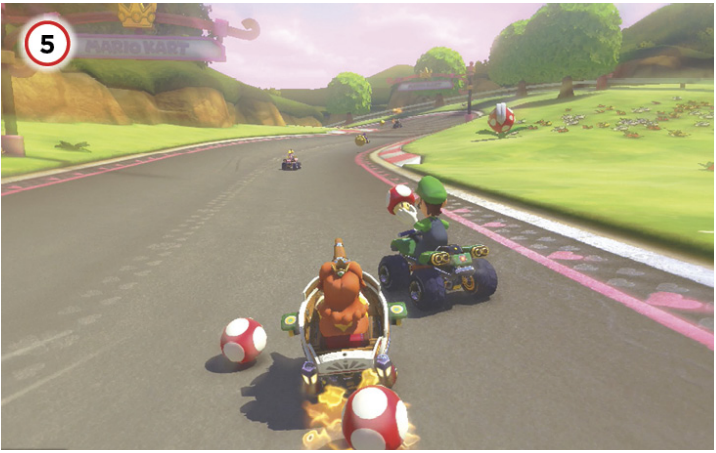
Royal Raceway
Peach & Daisy
MKTV

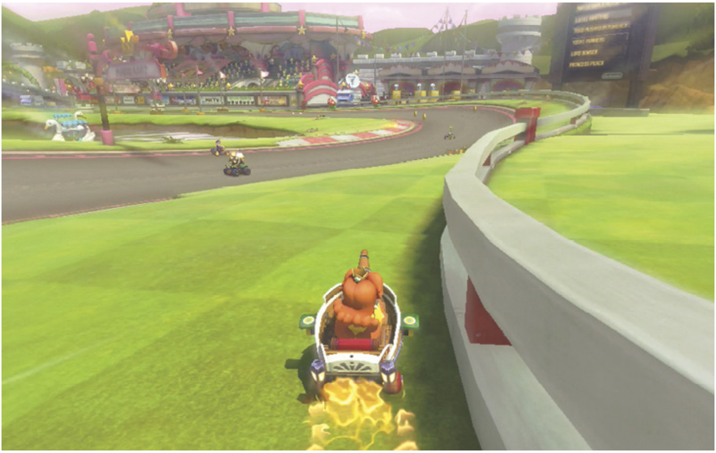
To the left of this curving section of track is a ramp with a dash panel on it. You need a Mushroom to reach it without tanking your speed, though. You can collect more items from the Item Boxes at the end of the ramp.





This uphill portion of the track has two dash panels and a glide ramp that will launch you across the lake to the other side of the track. More Coins can be collected from clusters in the air on the other side of the water.





The turns in this series all have chunks of grass that can be cut across with Mushrooms, if you have 'em. Otherwise, drift through the turns to try and score multiple Mini-Turbos. Watch for Coins scattered on the inside of each curve!

TIME TRIAL

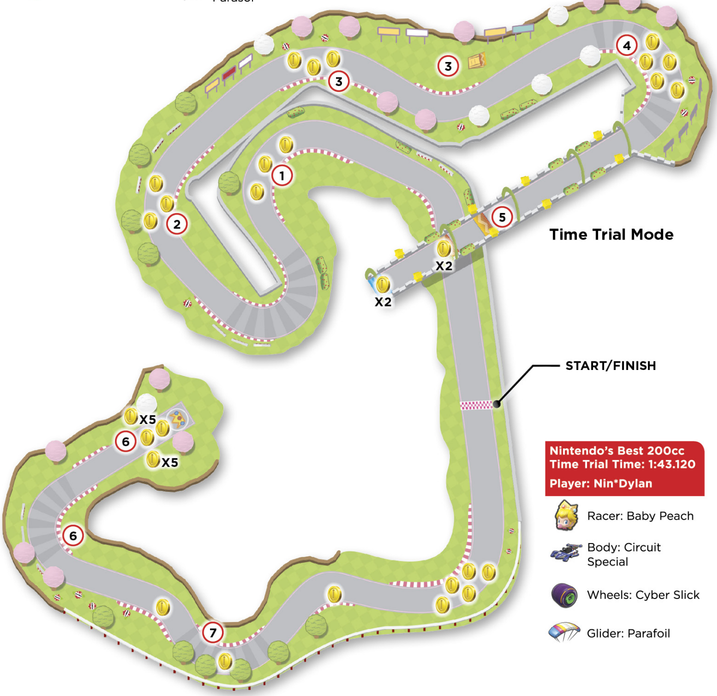
Nintendo's Best 150cc Time Trial Time: 2:18.307
Player: Nin*Skip

Racer: Peach
Wheels: Wood

Body: Prancer

Glider: Peach Parasol

Time Trial Mode



Nintendo's Best 200cc Time Trial Time: 1:43.120

Player: Nin*Dylan

Racer: Baby Peach

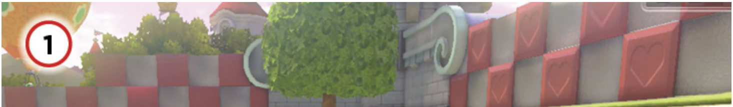
Body: Circuit Special

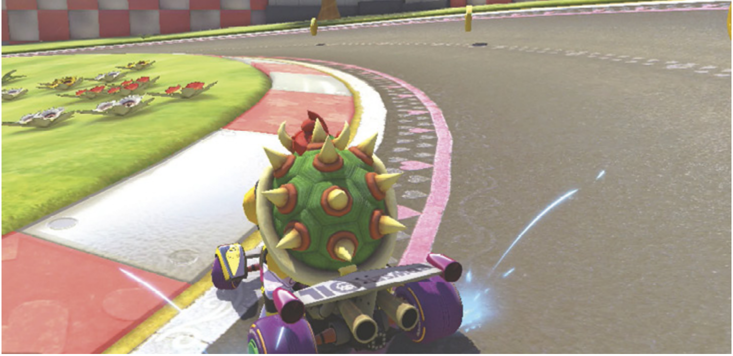
Wheels: Cyber Slick

Glider: Parafoil

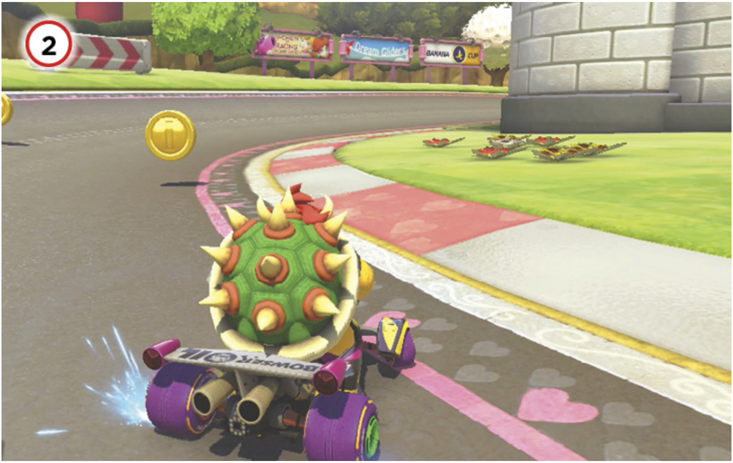
NOTE

As with Toad's Turnpike, a Time Trial on Royal Raceway focuses heavily on getting the most out of every drift and every turn. There are multiple places throughout the course where a Mushroom could be considered useful, but the shortcuts here are not like the game changers seen in other courses, such as Donut Plains 3.

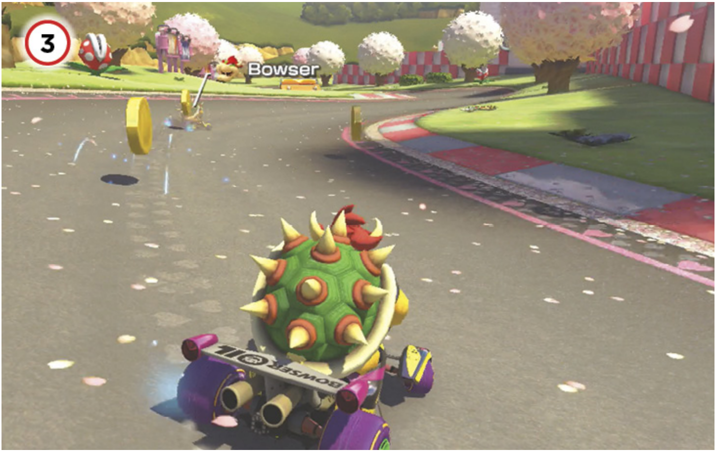


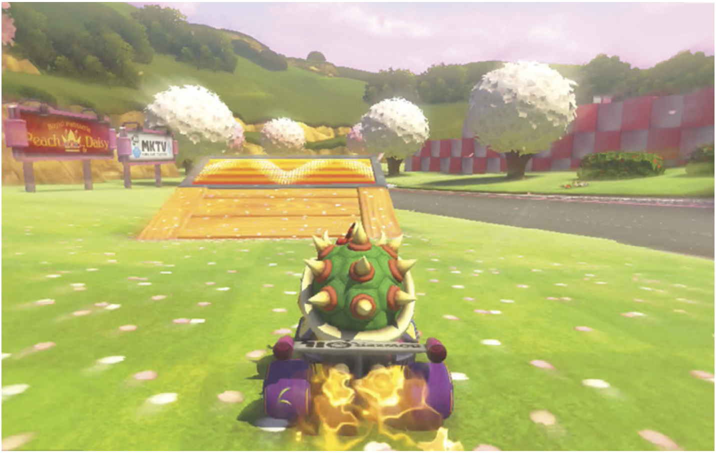


On this turn, you can afford to pass up the Coins and take the turn as tight to the inside as possible.

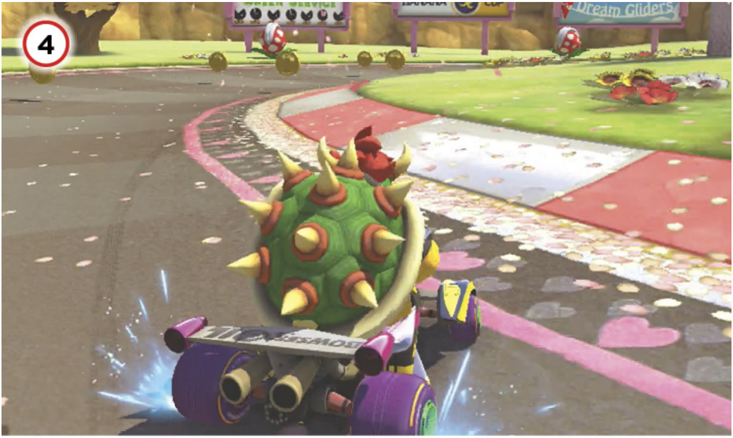


The hairpin turn after the first three Coins leads to another grouping of three Coins. Stay on the inside, and collect the lone Coin near the red-and-white markers.

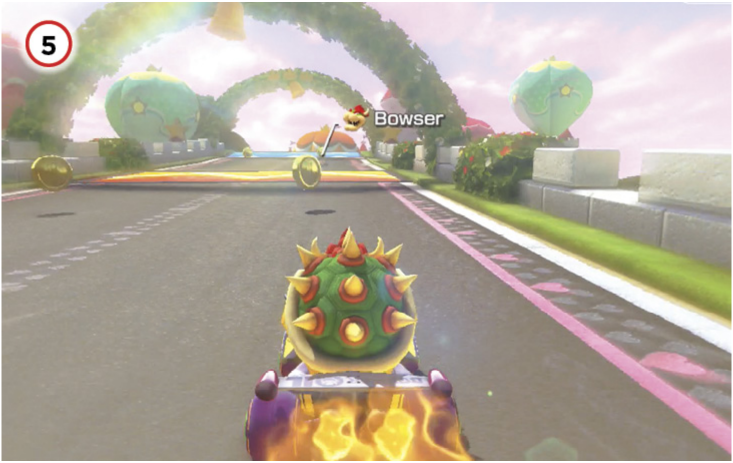




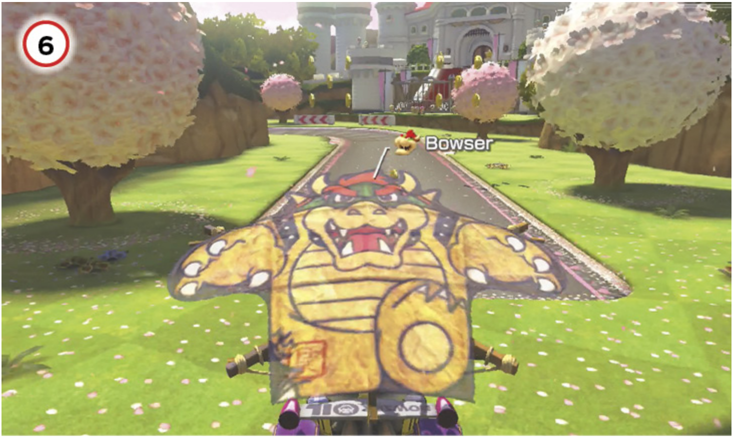
Another trio of Coins can be found just before the ramp on the left-hand side of the course. You can collect two of these Coins during Lap 1, then burn a Mushroom to take the ramp and cut a portion of the course. However, this isn't necessarily an efficient use of your items. Save them for later!



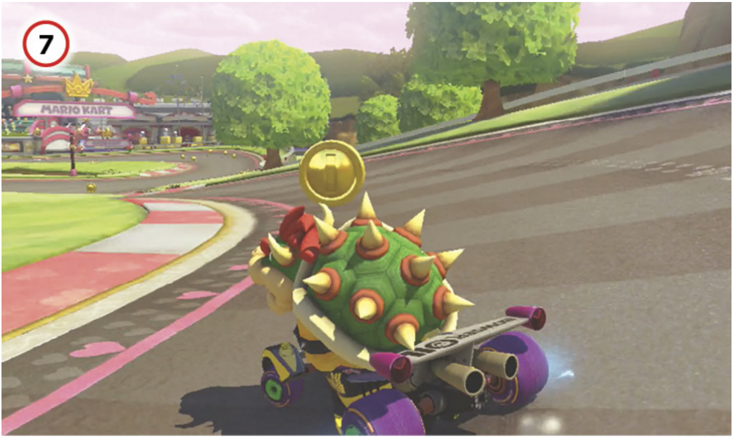
The turn leading toward the uphill jump has more Coins to collect, with a pair on the inside line being the ideal target.



As you approach the jump itself, four Coins, lined up in two rows, can be found. If you've done well on your first lap, this is where you'll have reached ten Coins.



Crossing the lake, you can collect from other groupings of Coins if you still need to reach ten on Lap 1. After you land from the glider flight, cut the upcoming left turn by Mushrooming across the grass, as close to the stone wall as you can get away with!



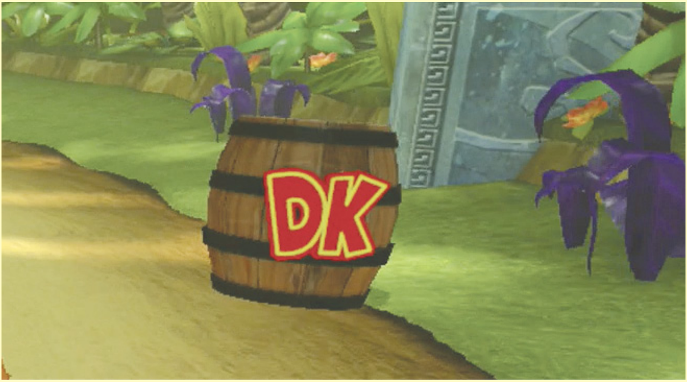
As you work your way through this series of curves, don't miss out on collecting the Coins while drifting and Mini-Turboing your way to the finish. As always, keep to the inside of the curves as best you can.

3DS DK JUNGLE

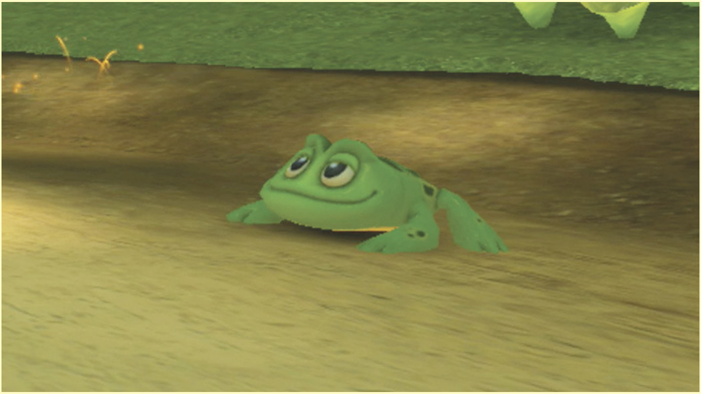
MARIOKART
DK
DK
DK

After fending off a maddened horde of Tikis, and driving off the Snowmads, Donkey Kong's island is once again a venue in the classic cups. Racers will be fighting the course as much as they'll be fighting each other as they tear through the jungle in search of victory!

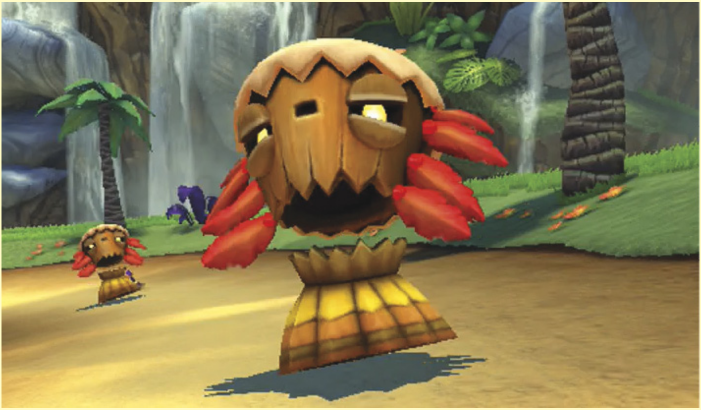
CAUTION: ROADSIDE UNASSISTANCE



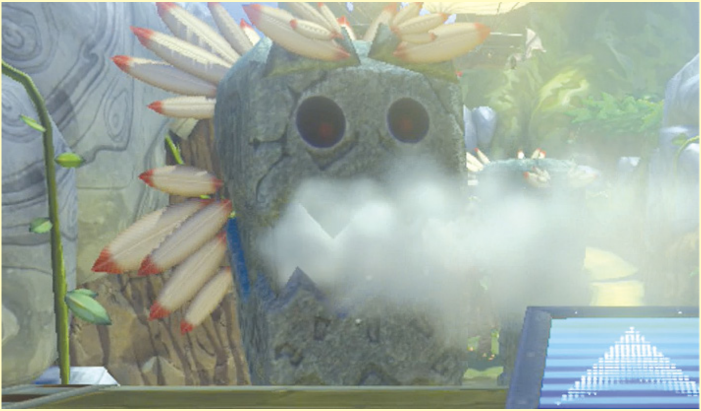
DK Barrels: While Donkey Kong finds these barrels to be of great use in his games, in *Mario Kart* they help no one, slowing and stopping any racer not using a Mushroom or Super Star to blast through them.



Frogoons: These giant frogs hop across a section of the track, and can interfere with your racing.



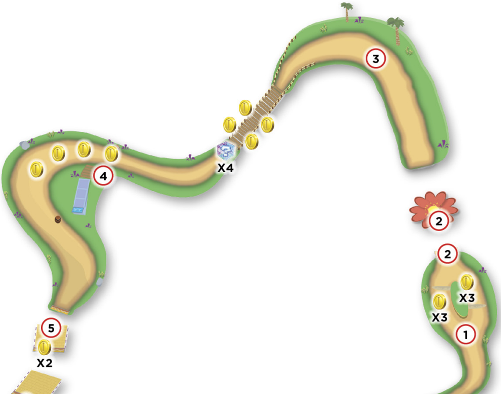
Tiki Goons: Encountered early on, Tiki Goons slowly patrol across the track, and are large enough that avoiding all the Tiki Goons while trying to maintain a swift racing line can be a challenge.

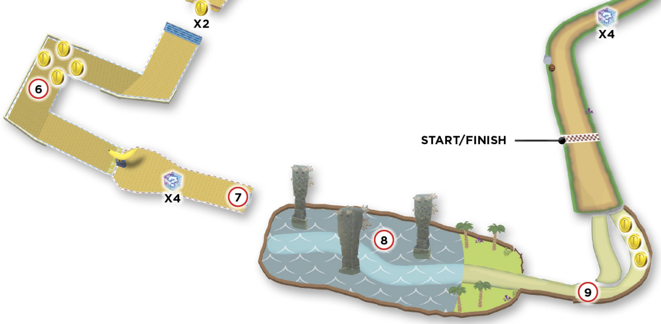


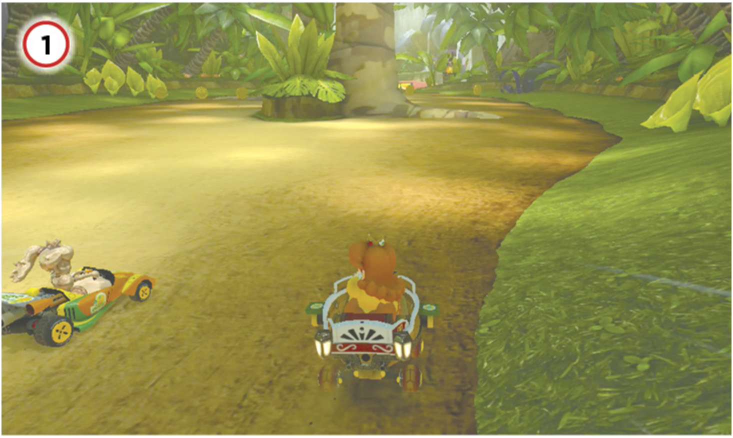
Screaming Pillars: As you glide past these statues during the latter portion of the race, their screams generate gusts of wind that can slow you down.

GRAND PRIX

Grand Prix Mode

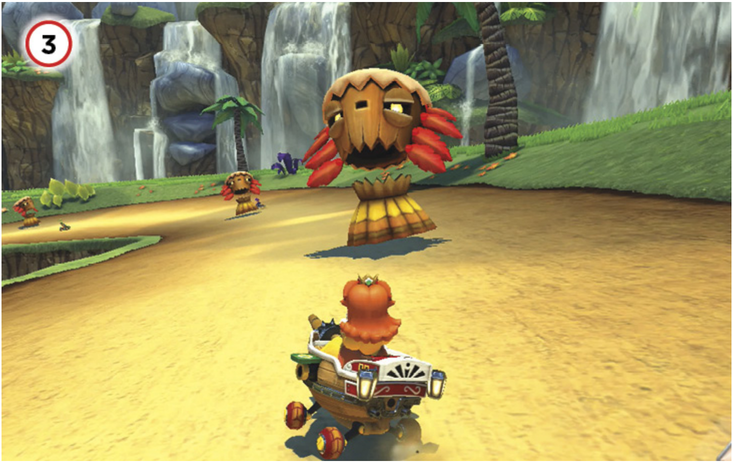




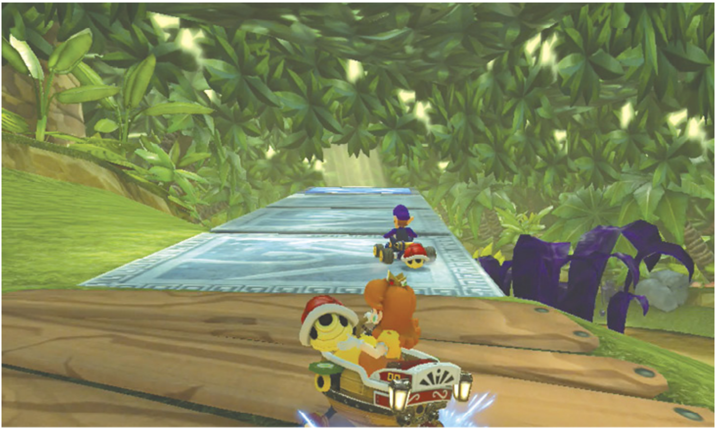


Soon after starting the race, you encounter a short split in the track. Tree roots have grown across the track and can be Jump Boosted for extra speed. Don’t miss out on collecting Coins from either route!

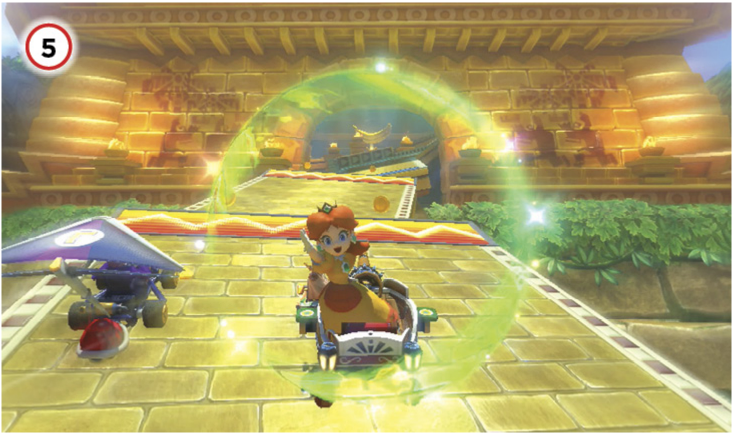
Right after the split rejoins, a dash panel ramp sends you flying onto a bounce pad, which then sends you onto the next portion of the course. Make sure to trigger Jump Boosts on both the ramp and the bounce pad!



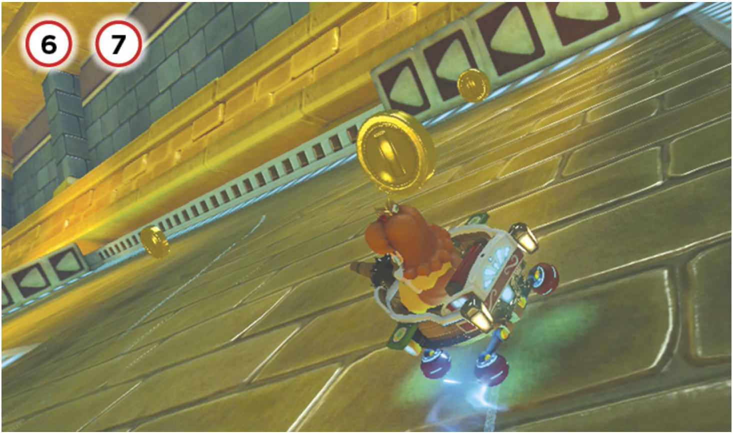
This stretch of the track is guarded by three Tiki Goons. You can defeat the Tiki Goons with various items if you have them at your disposal, but it's best to avoid the Tiki Goons entirely and save any items you have for other racers!



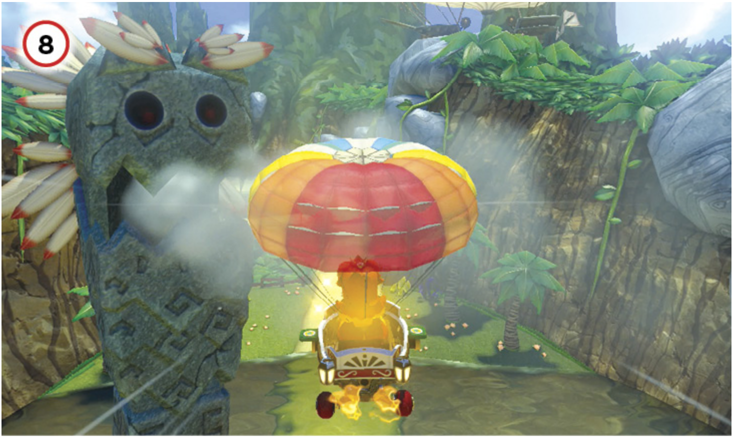
After crossing the bridge, you can choose to stick to the track and drift through the oncoming left turn, collecting Coins and avoiding the Frogoons on the road. Alternatively, if you cut this turn early and follow the stone ramp to the left of this part of the track, you can Jump Boost from a glide ramp and pick up some speed.



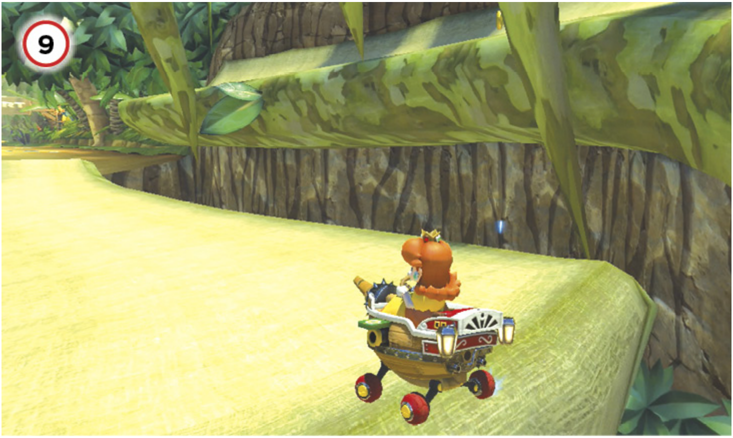
If you've chosen the path with the glide ramp, the upcoming three consecutive dash panel ramps can extend your flight if you properly Jump Boost from each ramp. However, it is somewhat easier to collect the Coins on these ramps if you aren't gliding.



Stick to the inside of this hairpin turn to continue collecting Coins. Don't forget to Jump Boost off the upcoming ramps! A particularly mean thing to do is to set Bananas on the upcoming glide ramp, as it gives other racers very little room to maneuver around them.



The Screaming Pillars blow large gusts of wind that can slow your progress across this chasm. Falling into the water far below is not a winning option, so try to make it to the track on the far side!



You have one last split in the track to negotiate. Following the main course on the upper path will take you through some additional Coins. However, the faster route is to cross the gap to the left of where you land from your glider flight. The short track here puts you on a straight line to the finish! Jump Boost off the ramps on this lower route to keep up your speed.

TIME TRIAL

Nintendo's Best 150cc Time Trial Time: 2:20.006

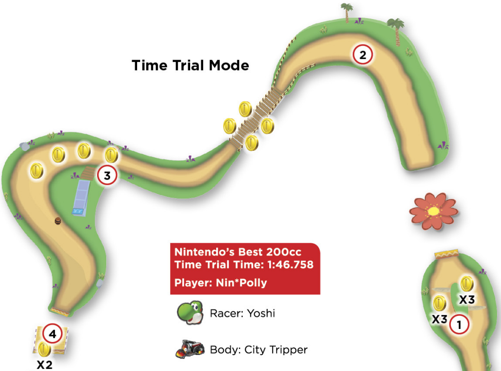
Player: Nin*Rie

Racer: Donkey Kong

Body: Varmint

Wheels: Monster

Glider: Waddle Wing



Nintendo's Best 200cc Time Trial Time: 1:46.758

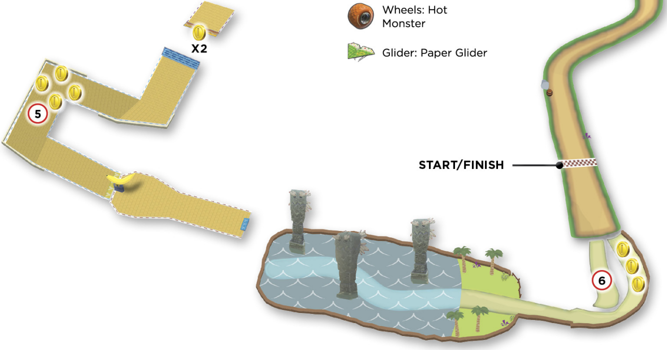
Player: Nin*Polly

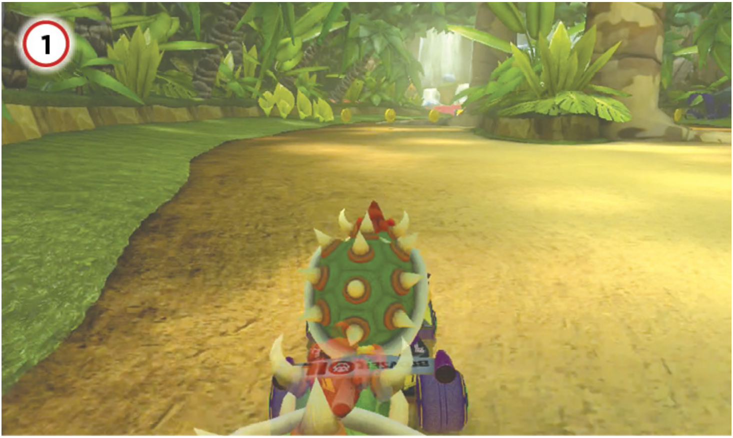
Racer: Yoshi

Body: City Tripper

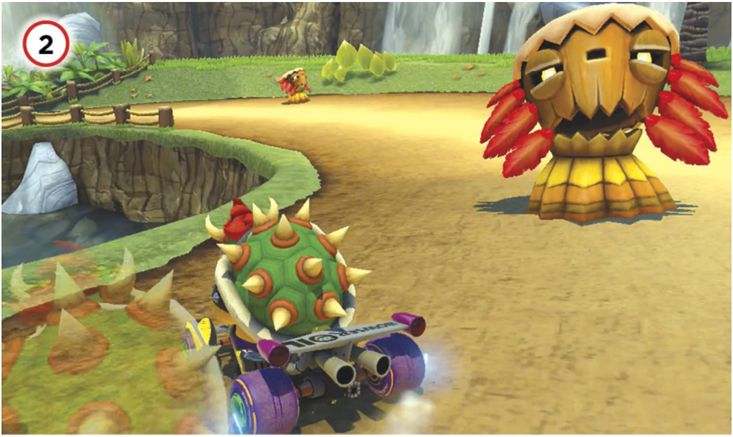
Wheels: Hot Monster

Glider: Paper Glider

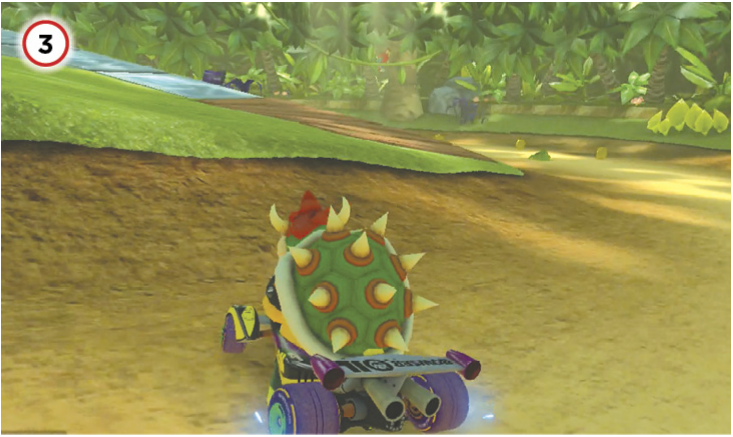




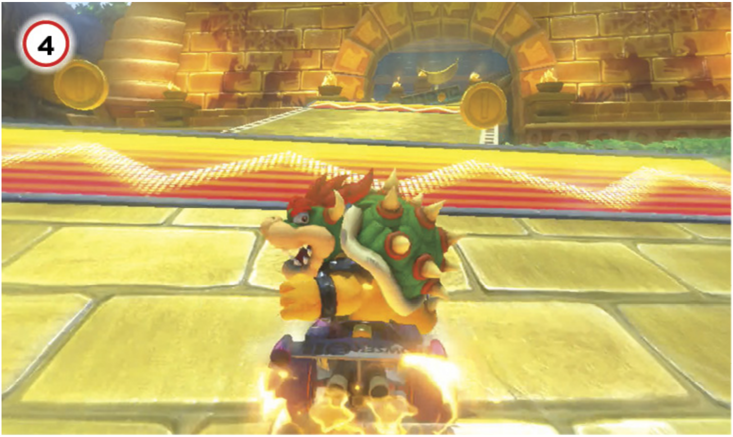
When you get to the first split in the track, take the left side. It's a slightly more direct route to the dash panel ramp and bounce pad. Don't forget to collect a Coin here for each lap, and make sure to Jump Boost off the tree root and the upcoming jumps.



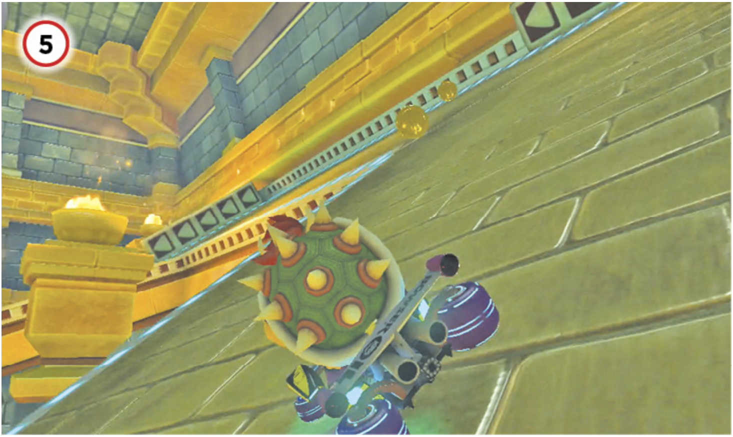
Stick to the left side of the track as best you can, drifting past the Tiki Goons. When you get to the bridge, collect two of the Coins. By Lap 3, no Coins should remain on this bridge!



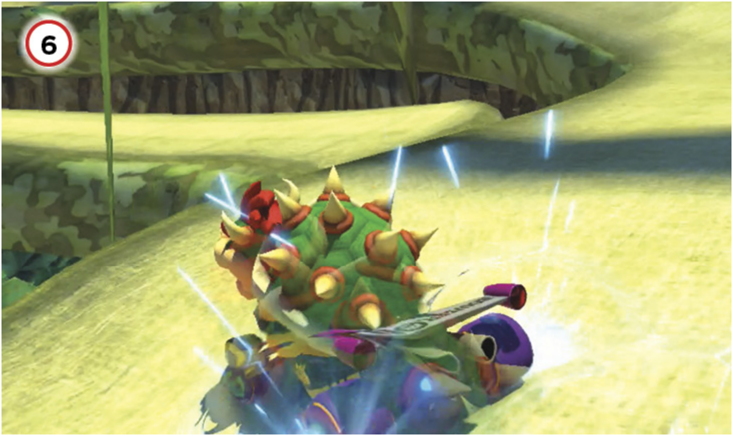
You have a choice to make here: take the shortcut of the glide ramp, or stick to the ground level and collect the four Coins while avoiding the Frogoons. You can also try to cut this corner by using a Mushroom to cross the grass between the inside wall and the stone ramp. For the last of these options, trigger the Mushroom as you cross onto the grass to avoid launching into the air.



When crossing the multiple dash panel ramp jumps, you can collect two Coins during your first two laps, if you do this right. Jump Boost off every ramp!



The antigravity hairpin turn has two Coins you can pick up on the inside. Ideally you ought to be at seven Coins before you cross the Screaming Pillar chasm on your first lap.



While it hurts to not have ten Coins by the end of Lap 1, it's best to take the shortcut as soon as you land from the glider flight. Try to get a Mini-Turbo drifting across this shortcut, but you can also use a Mushroom here to keep up your speed.

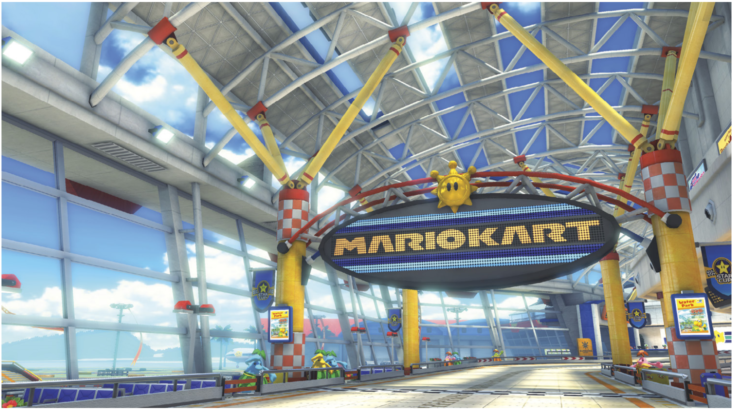
NOTE

Unless you go out of your way to collect ten Coins in your first lap, you'll likely have to hit that goal during Lap 2. The time you'll save taking consistently faster racing lines through the course will make up for not being at your maximum as early as possible.

The Tracks

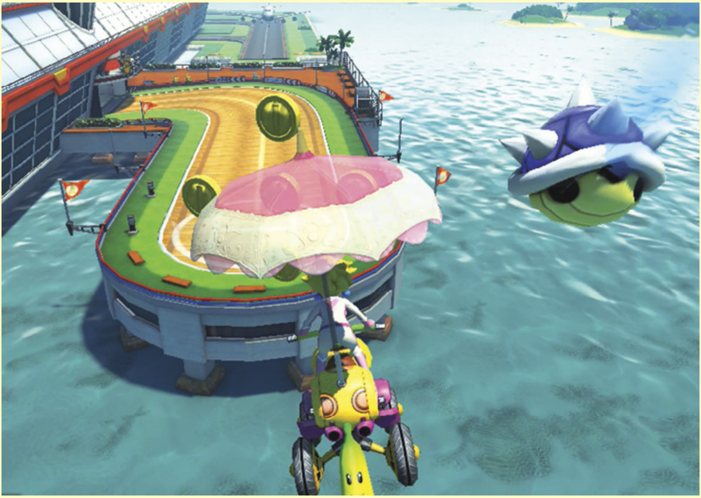
Star Cup

SUNSHINE AIRPORT

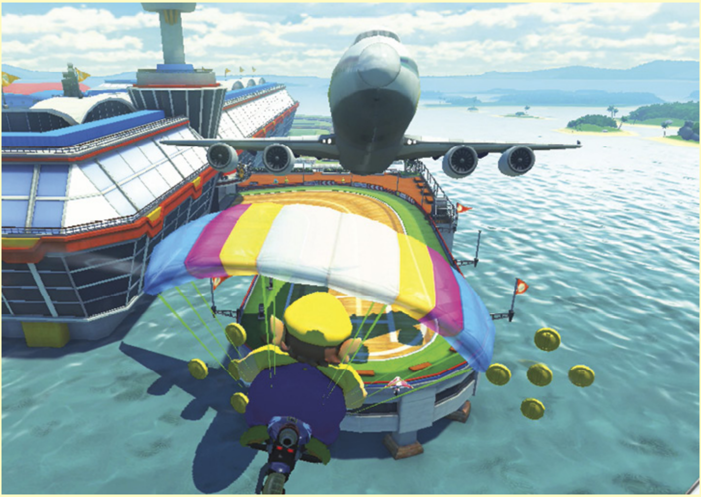


Star Cup opens with a rip-roaring race through Sunshine Airport. Blitzing under and through airplanes on the course, racers will be launched into the sky on dangerous fly-bys past passenger jets. The greatest danger here is the massive glider sections of the track, a source of grief to drivers caught in mid-air by Lightnings, Red Shells, and Spiny Shells.

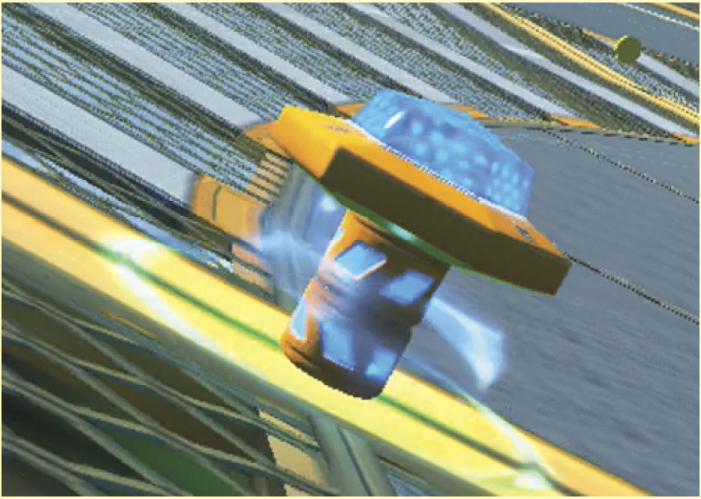
CAUTION: ROADSIDE UNASSISTANCE



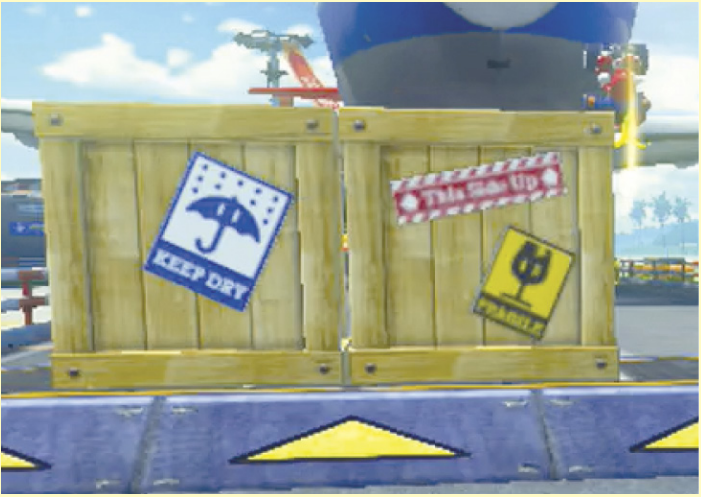
The Gaps: There are two extended flights during this race, both of which are moments of extreme vulnerability to attack. Getting hit here will cost you a lot of time, and possibly the entire race!



Airliner: Certain racers and vehicle configurations can get a lot of altitude during the second flight, which is all well and good until an airliner almost smacks into you. Don't be surprised by something this big!

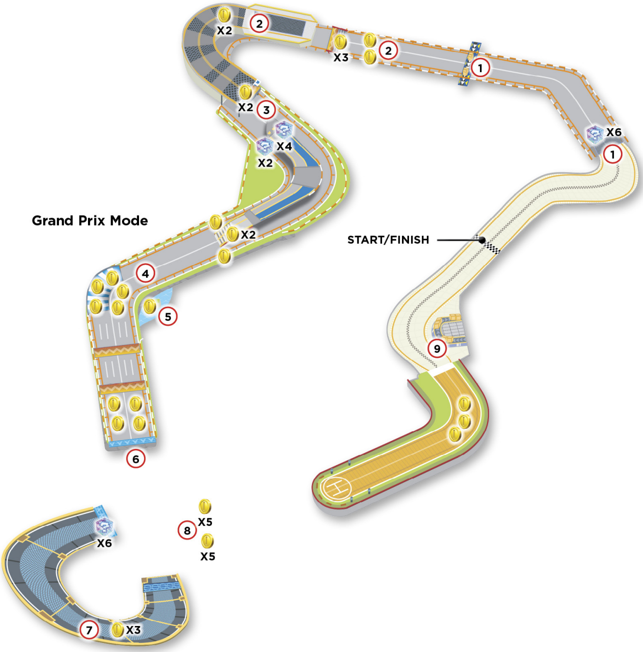


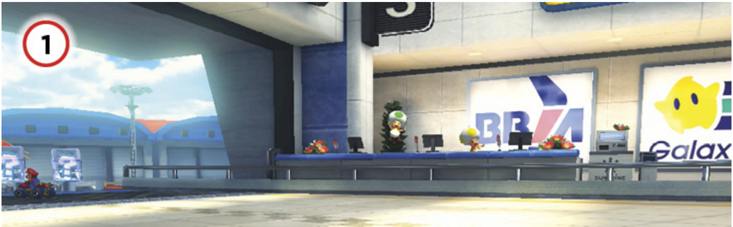
Spin Boost Pillars: The portion of the track in between the two flying sections is dotted by these pillars. They can help propel you forward, but hit them at a bad angle, and you might get sent off the track!



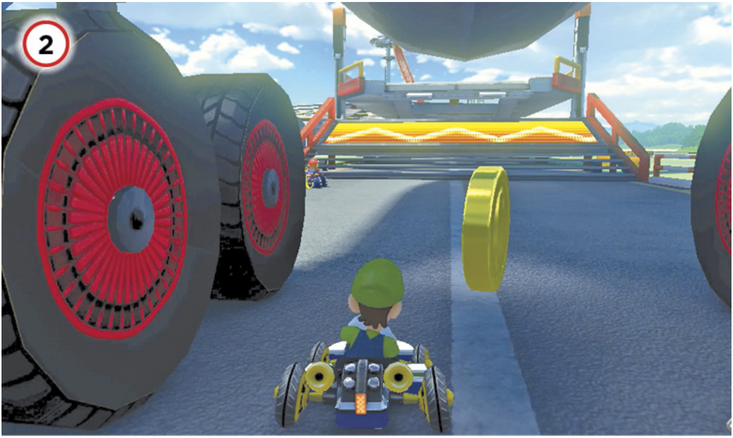
Shipping Crates: Conveyor belts are moving crates through key locations on this course, which can really slow you down if you're not heavy enough or fast enough to punch through them.

GRAND PRIX

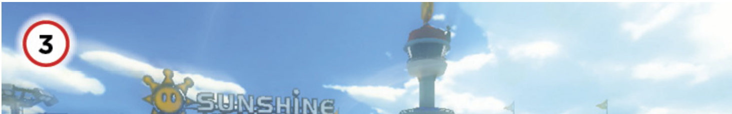


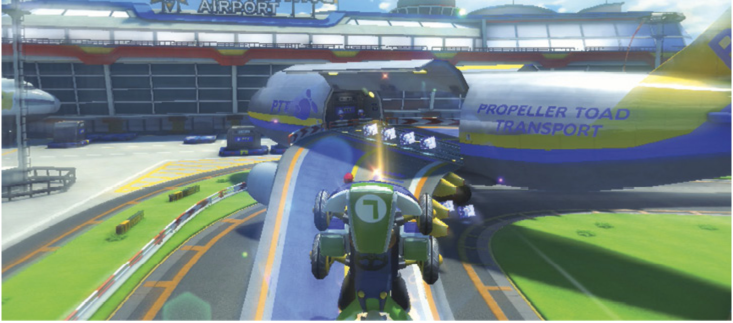


The first left drops you out of the terminal, and you can Jump Boost off the ledge for some extra speed. Right away you'll encounter crates on conveyor belts. So long as you maintain speed, you can punch through them with minimal loss of momentum. You can also Jump Boost off the conveyor belt.

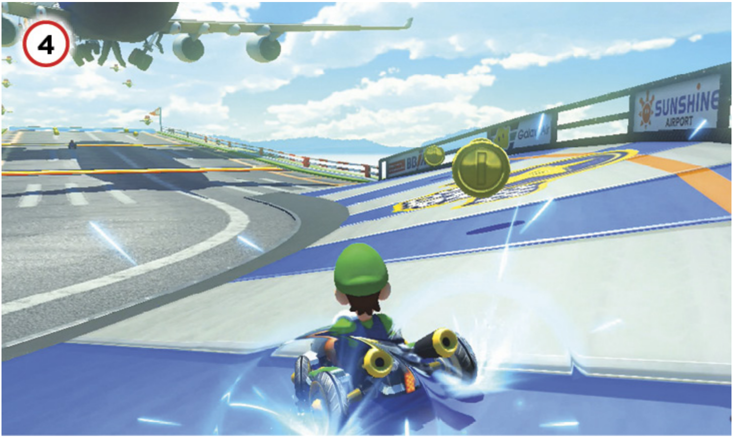


Passing under the airliner, a dash panel ramp will launch you onto an elevated part of the course. Don't fall to the lower area as you navigate the sharp left here. Recovering from this will take a lot of time if you don't have a Mushroom. This spot can be a very tough section to navigate as the race progresses. Expect multiple Bananas to be set here.

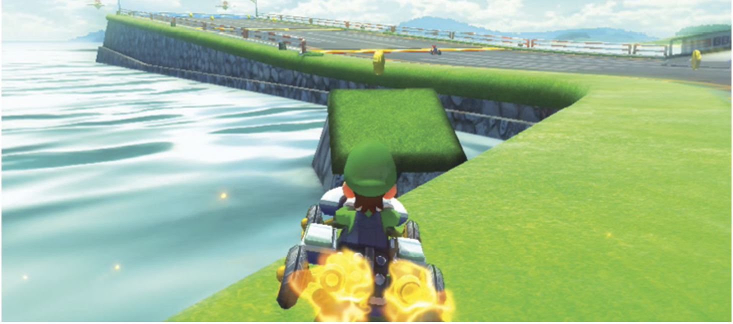




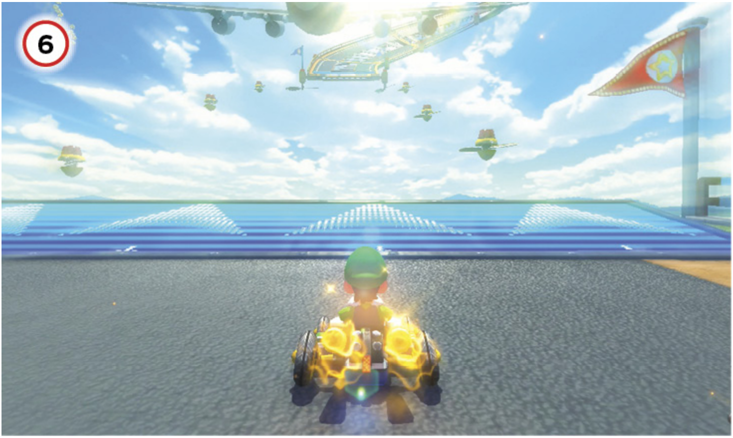
If you stayed on the upper platform, you can actually launch onto the wing of another airliner and race over and through the plane. This is arguably the fastest route, though with Mushrooms you can cut underneath the plane, across the grass on the right side of the track.



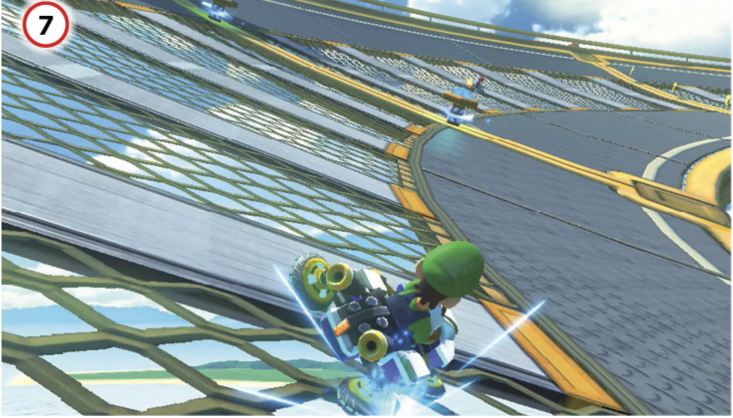
Taking this left turn wide can earn you some Coins. Set up Bananas there as well, to make life harder for racers behind you.



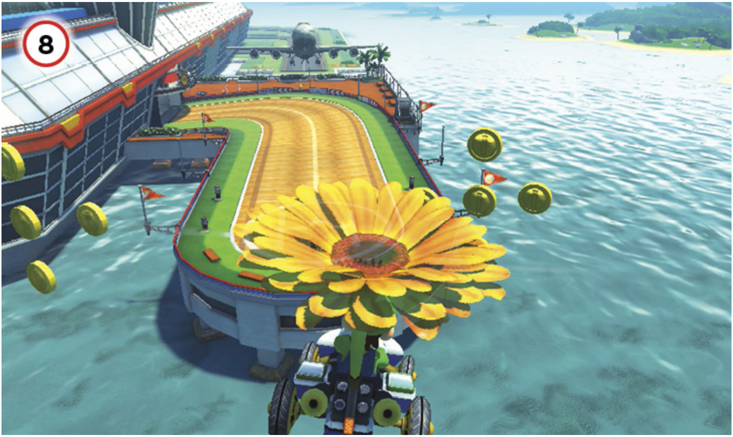
Alternatively, there's a shortcut on the inside of this turn: a small ramp in the water that, combined with a Mushroom, can save some time. It is a very risky shortcut to attempt on higher difficulties!



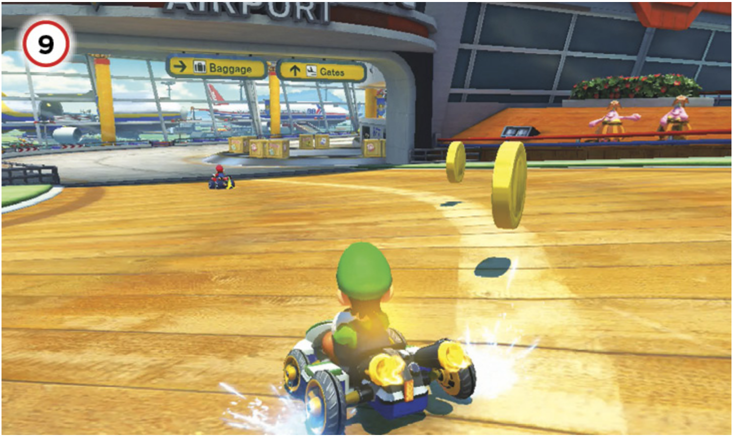
The first flight comes after a series of dash panels and a ramp, launching you far over the water to an antigravity section of the course. If you're lagging behind and have a Lightning, a mean trick is to use it just as the leaders are flying across this gap.



The track after the first flight is a long right-hand curve, with Spin Boost pillars placed throughout it. If you hit a pillar, and ram another racer, you gain a useful burst of speed. Just be careful you don't fall off here—there's no railing to save you on the inside of the track!

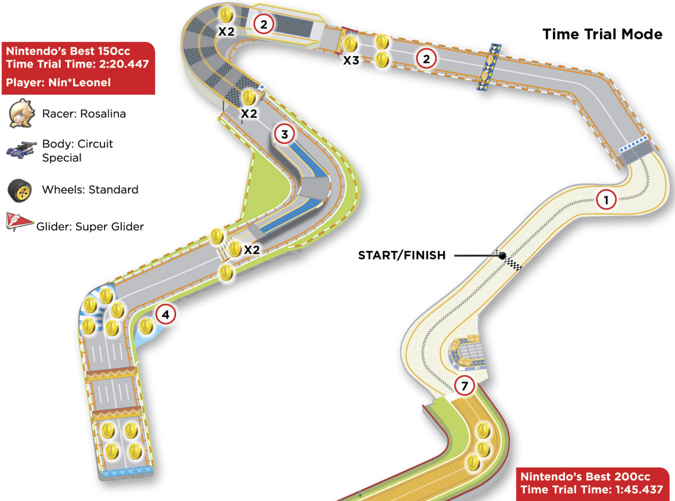


The second flight grants you more control than the first, letting you steer to collect groups of Coins. An airliner occasionally passes through this area, and you can snag even more Coins if you pass close enough to it.



The final turns lead back into the terminal. You can use Mushrooms to boost cleanly through the cargo conveyor belt and the crates on it. Don't miss a chance to Jump Boost off the conveyor belt ramps as well!

TIME TRIAL

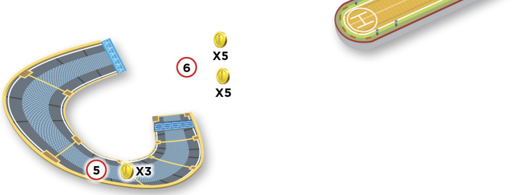


Time Trial Mode

Nintendo's Best 150cc Time Trial Time: 2:20.447
Player: Nin*Leonel

Racer: Rosalina
Body: Circuit Special
Wheels: Standard
Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:45.437



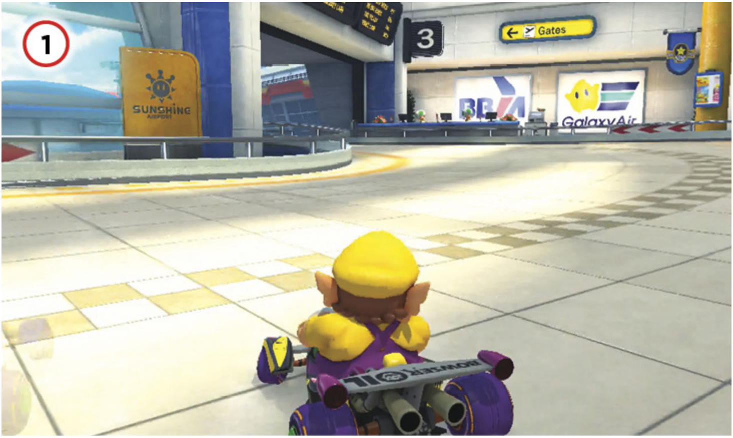
Player: Nin*Sho

Racer: Luigi

Body: Jet Bike

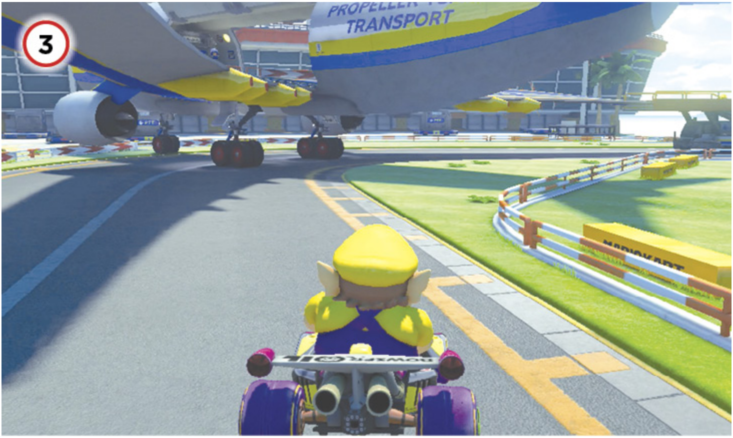
Wheels: Metal

Glider: Plane Glider

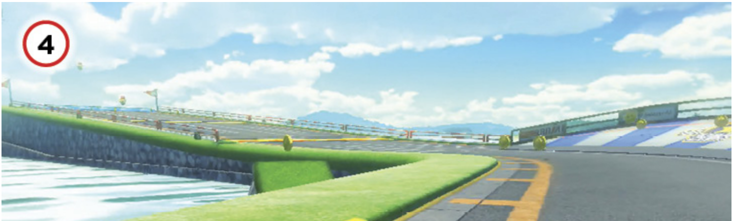


The S-curve right at the start of the course is run fastest by taking as straight a line through it as possible, only drifting left as you approach the exit to the terminal.

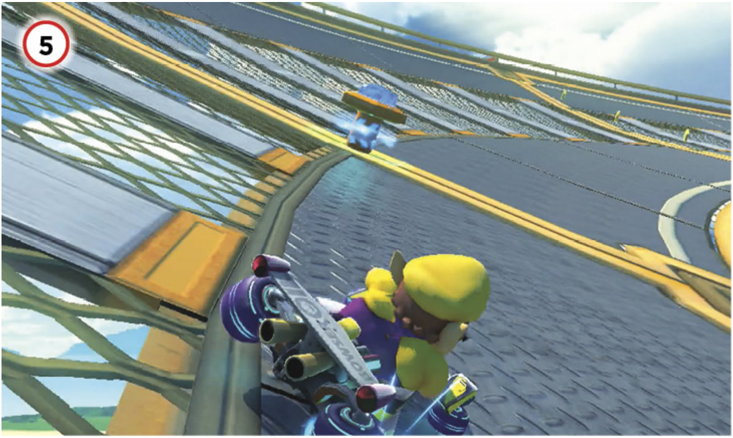
There are five Coins under the first airliner you drive past. You can collect two Coins during the first two laps. Another pair of Coins is on the raised section of track just behind the airliner, though only one can be reasonably collected during a lap.



Don’t actually race across the airliner! It’s faster to spend a Mushroom to cross the grass on the ground to the right of it. If you choose to save the Mushroom for later, cut the turn as close to the grass as possible.

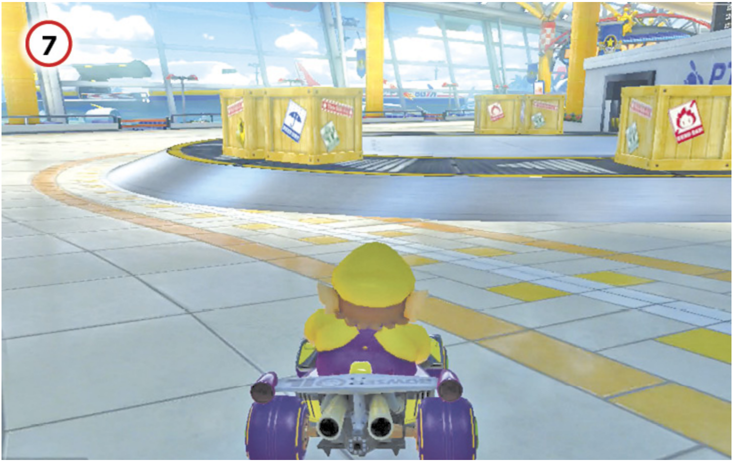


If you don't cut across the grass to the right of the airliner, you can use a Mushroom for this shortcut ramp across the water. It does cost you a chance at some more Coins.



While on the antigravity portion of the track, you can try to hit at least two Spin Boost pillars while taking advantage of the gentle curve of the track to score multiple Mini-Turbos off drifts. Stay on the inside of the turn as much as possible, ignoring the Coins. You can make up for them later.

The flight down from the sky passes by two clusters of five Coins. Aim for the landing zone in the distance so you can have good speed heading into the final stretch.



There's no reason why you shouldn't use this final shortcut. It doesn't even require a Mushroom! Just make sure you avoid the crates as you Jump Boost off the conveyor belt.

DOLPHIN SHOALS

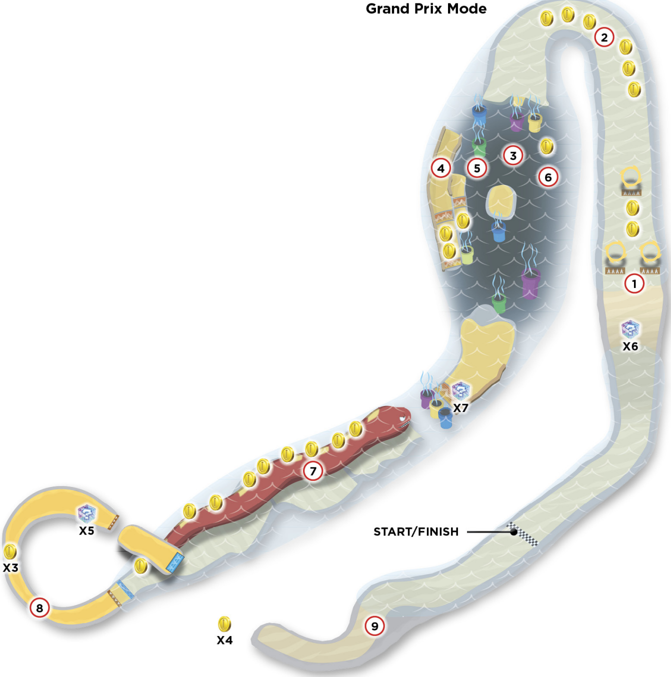
A wet and wild course, Dolphin Shoals will test your abilities to race underwater, sending you through a dangerous cavern and racing over, or under, a monstrous Unagi. This can be a rough race to win, particularly on higher difficulties when mistakes are so much more costly, and the computer racers are so much more vicious.

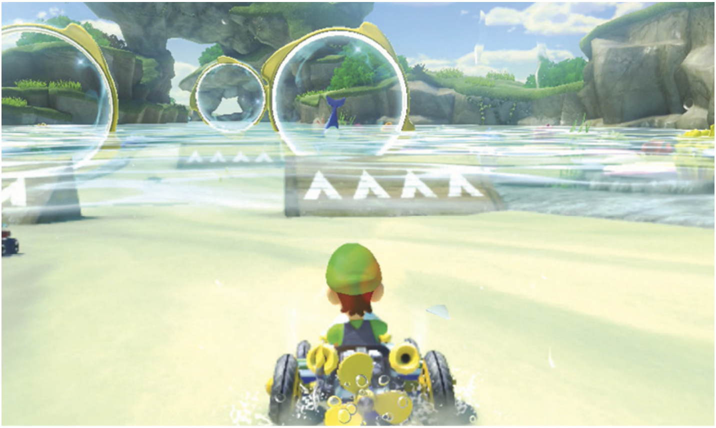
CAUTION: ROADSIDE UNASSISTANCE

Water Jets: Ideally, the water jets firing from the pipes in the underground cavern help you cross some very dangerous gaps. If you're misaligned, they can just as easily be as much of an obstacle as another racer. You can Jump Boost off these water jets to move faster across them.

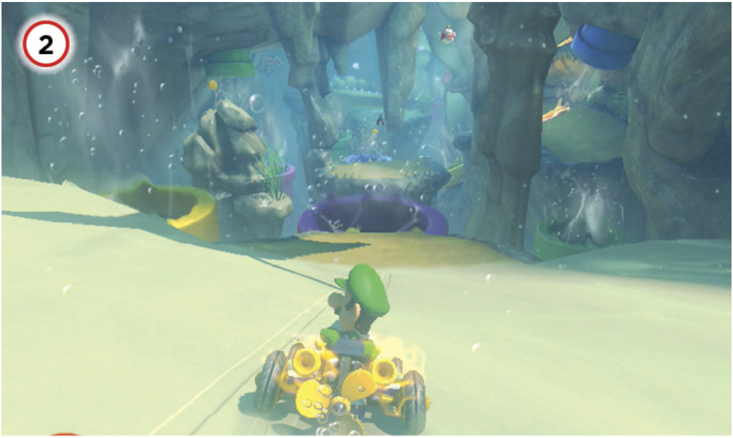
GRAND PRIX

Grand Prix Mode

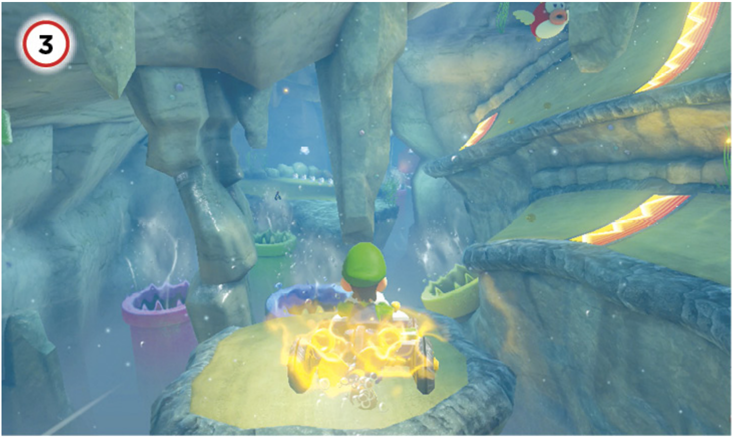




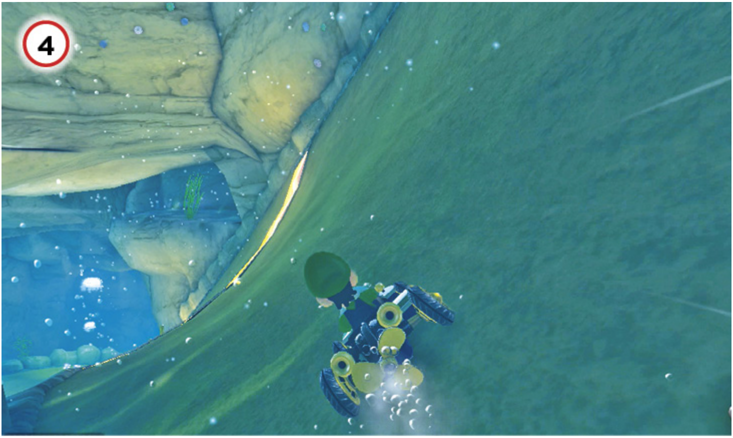
The first turn leads into a wide-open area with several ramps you can Jump Boost off of. The rings behind each ramp also add a little speed, but it's actually faster to weave around the ramps entirely while maintaining as straight a path as possible.



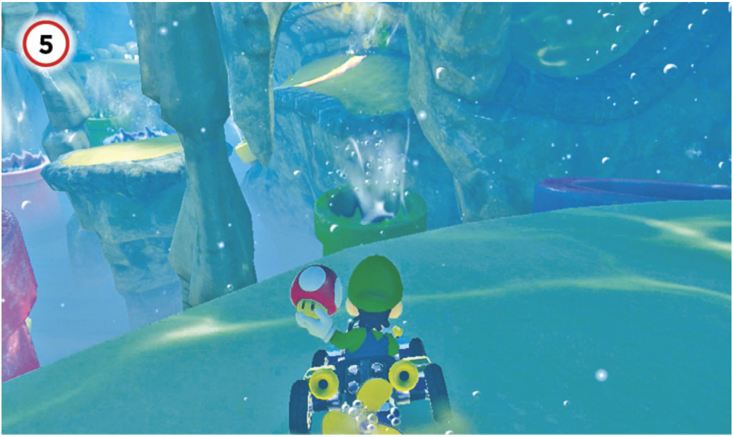
After a long spiraling turn to the left, you're presented with a cave filled with water jets shooting from pipes. There are four distinct routes to take.



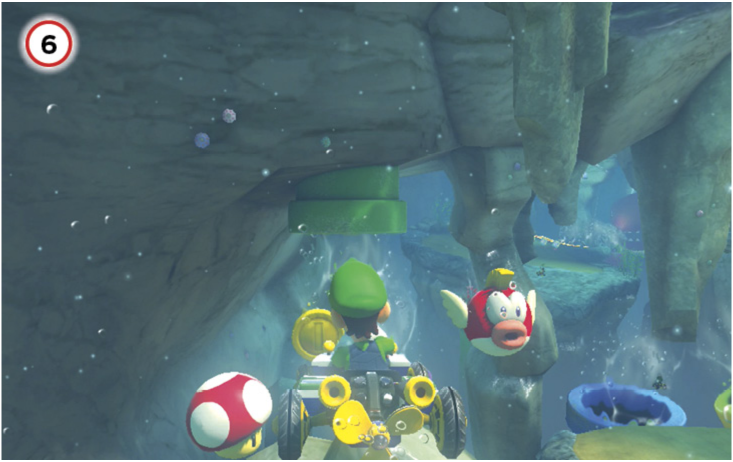
The center is most direct, but there is the greatest chance of getting knocked into the abyss by other racers, or simply failing to clear each gap the water jets try to launch you over.



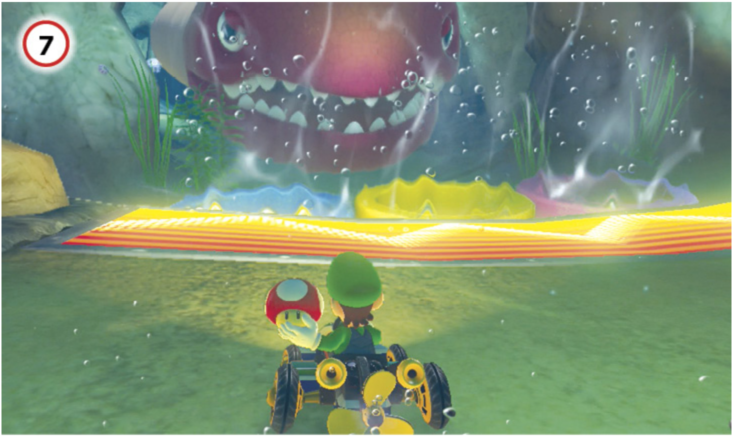
The right-hand route bypasses a lot of the danger of the cave, and even provides a dash panel that helps boost you into position to tackle the next challenge.



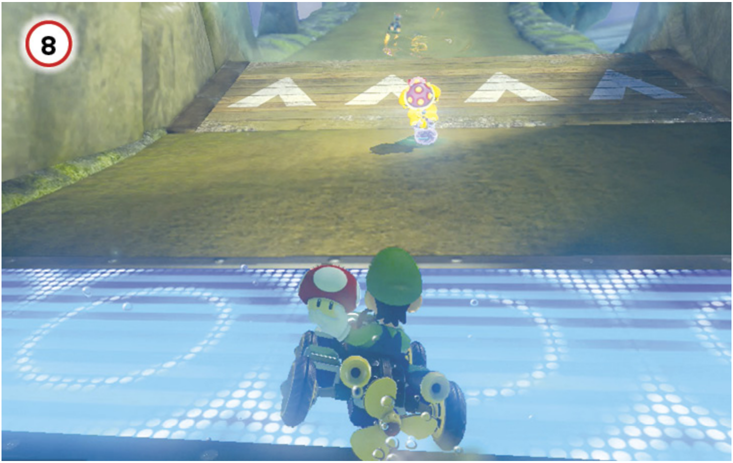
To the left of the route on the far right is another that is arguably faster. It can be reached by driving between the blue and purple pipes near the start of the cave, aiming for a pipe.



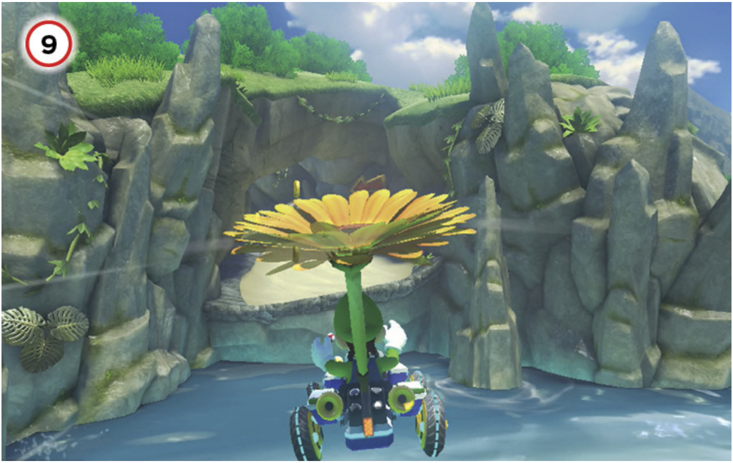
The left route requires almost as much faith as the central route, as multiple water streams will try to push you across the cave. If you're misaligned, you could end up in the abyss.



At the end of the cave is a ginormous Unagi. He's friendly to racers so long as you don't fly directly into his mouth. The dash panel in front of him launches you onto his back, and you can Jump Boost off his spine repeatedly to gain speed. The spine is also a good place to set Bananas to throw off the computer racers—they'll be trying to Jump Boost too! If you fall off, there's ground under him, but you'll lose out on the Jump Boosts and likely lose a few places on higher difficulties.



The exit to the caves is just behind the Unagi, a long easy right that allows you to build up multiple Mini-Turbos. Watch out for heavyweights in this section if you're in a pack of racers. There are no walls to protect you from falling!



After a short flight over the water, the final S-curve stands between you and the finish. Racers with Mushrooms will try to cut most of this turn. If you only have Bananas, you can try to mine the entrance to the shortcut in hopes of slowing a rival down.

TIME TRIAL

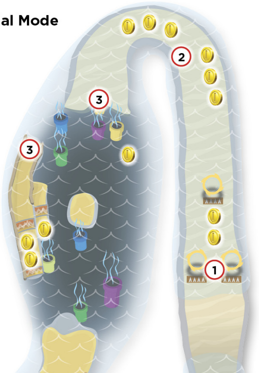
Nintendo's Best 150cc Time Trial Time: 2:14.832
Player: Nin*Skip

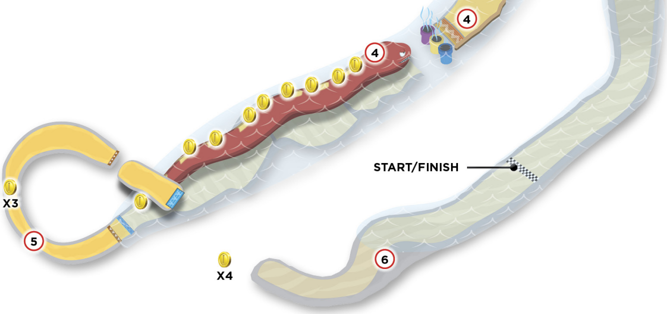
Racer: Wendy
Wheels: Wood
Body: Landship
Glider: Bowser Kite

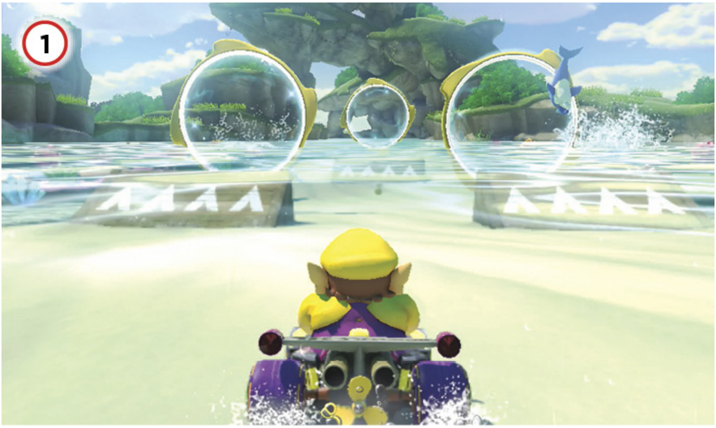
Nintendo's Best 200cc Time Trial Time: 1:38.911
Player: Nin*Polly

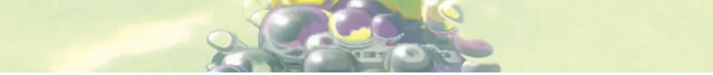
Racer: Ludwig
Wheels: Blue Standard
Body: Steel Driver
Glider: Bowser Kite

Time Trial Mode

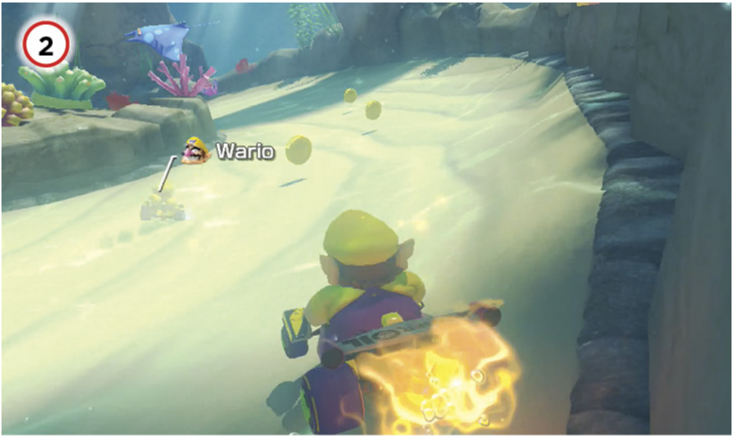




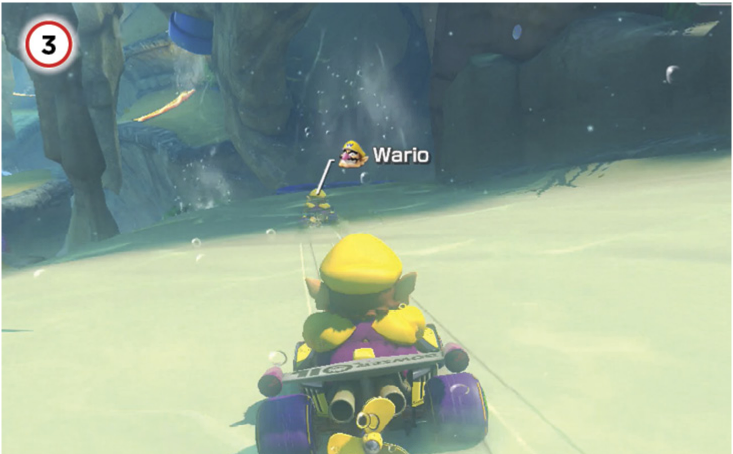




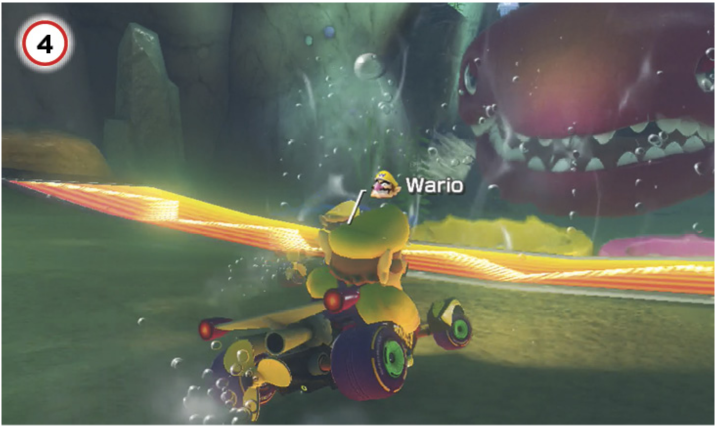
It's tempting to take two of the ramps and Jump Boost through the rings. This will actually slow you down more than speed you up! Only aim for the center ramp during Lap 1 to collect the two Coins in front of it. Don't Jump Boost off it to avoid getting launched out of the water, which will slow you down. On the two following laps, just weave smoothly around the ramps entirely.

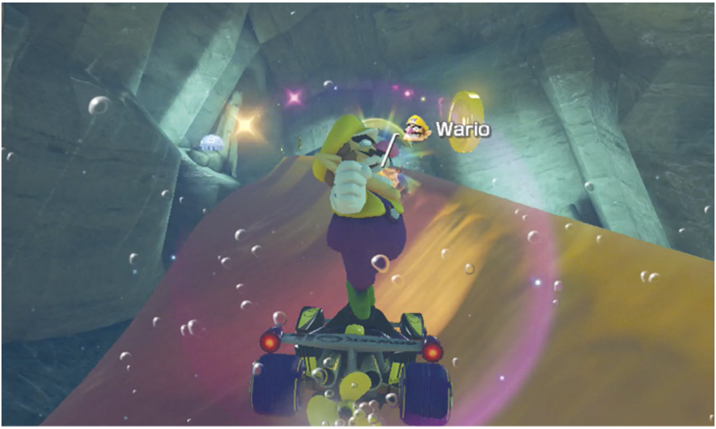


This long curve to the left has a total of six Coins to collect. An optimal run here should place you at eight Coins before you exit the turn for the upcoming cave.

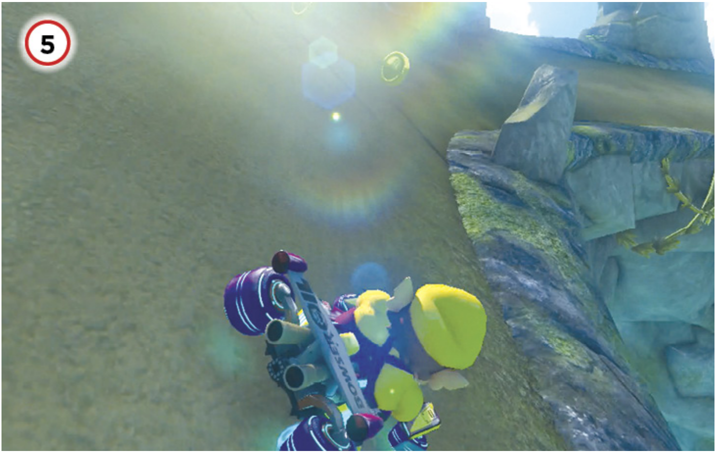


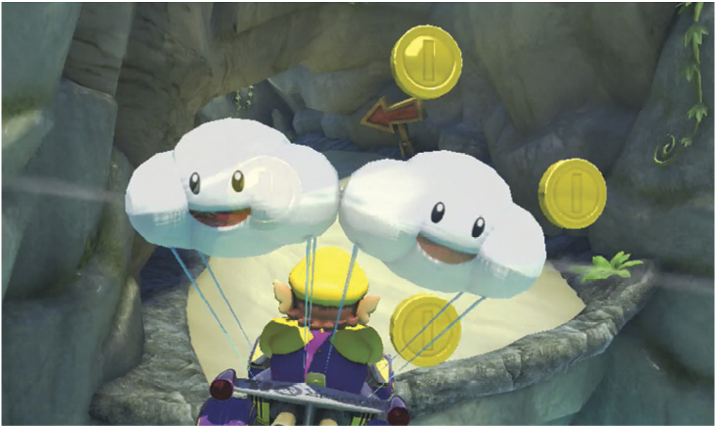
While there are four paths in this cave, the right-hand path is arguably the fastest and should be traveled for every lap. Don't forget to Jump Boost off the water current leading into the right path for some extra speed! As you race across the dash panels here, two Coins can be collected on the lower-left side of the track, just before the dash panel ramp that launches you to the next section of the cave. Ideally, you're now at ten Coins.



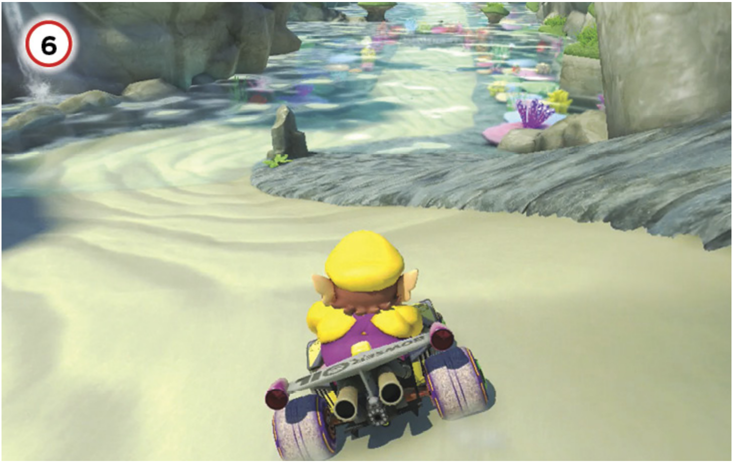


Jump Boost up the water currents onto the supermassive Unagi's back. This part of the lap rests on your ability to score multiple Jump Boosts off the spine of the Unagi while also racing forward as quickly as you can. It's not easy, but the fastest laps on Dolphin Shoals depend on it!





Exit the cave with a Jump Boost off the ramp, then drift through the next turn to the right. If you haven't hit ten Coins yet, you can snag another during the turn itself, with more to be found in mid-air when a glide ramp launches you over the water to the final turns of the course.

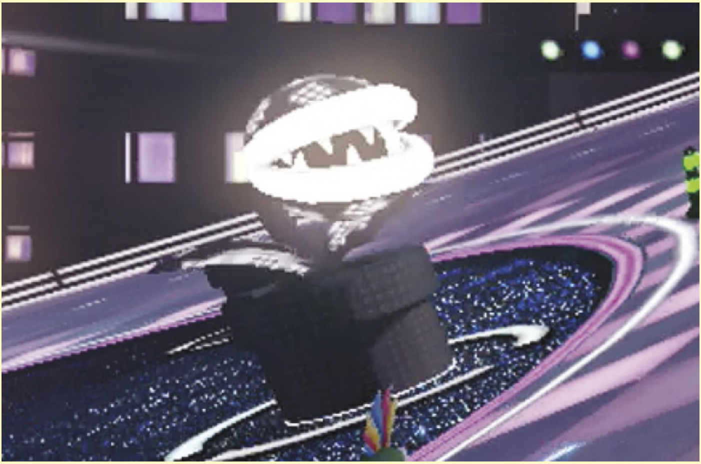


The shortcut used by some during the Grand Prix is essential for a fast Time Trial here, and you'll need to use it for every lap. As you land from the short glider trip, turn left and align yourself to the rocky ground to the right of the actual course, and aim straight for the finish. Cut loose with a Mushroom the moment your front wheels hit the rocks, and jet to the finish line!

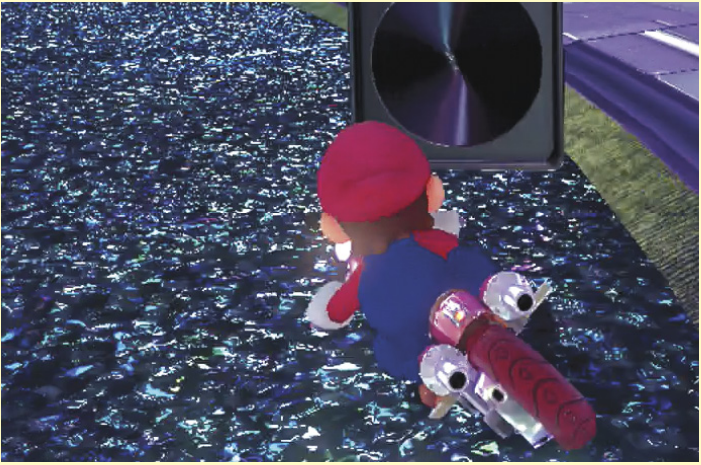
ELECTRODROME

The thumping beat and flashing lights clash with this surprisingly relaxing course. Electrodrome is a fairly wide-open track for the most part. Exploit each curve, drift often, and fire off as many Mini-Turbos and Super Mini-Turbos as possible.

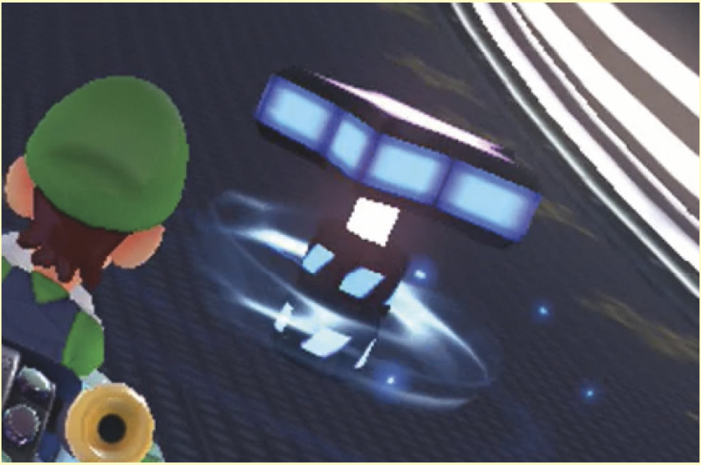
CAUTION: ROADSIDE UNASSISTANCE



Raving Piranha Plants: You'll find these occasionally inside pipes at certain corners of the course. Keep an eye out and make sure you don't get too close to them.

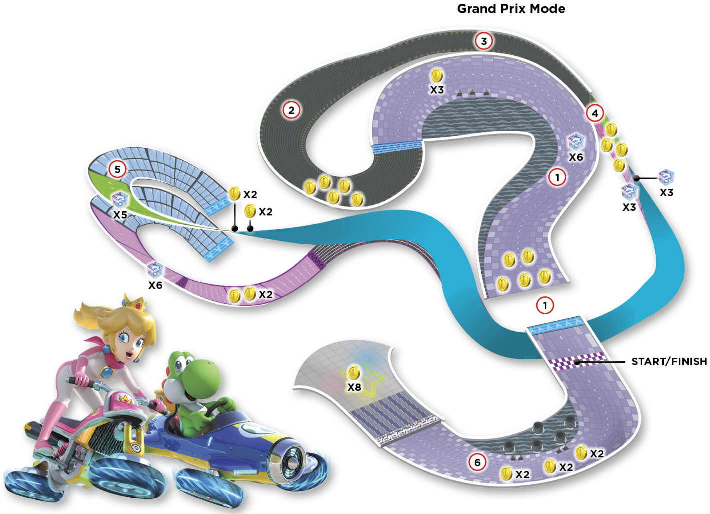


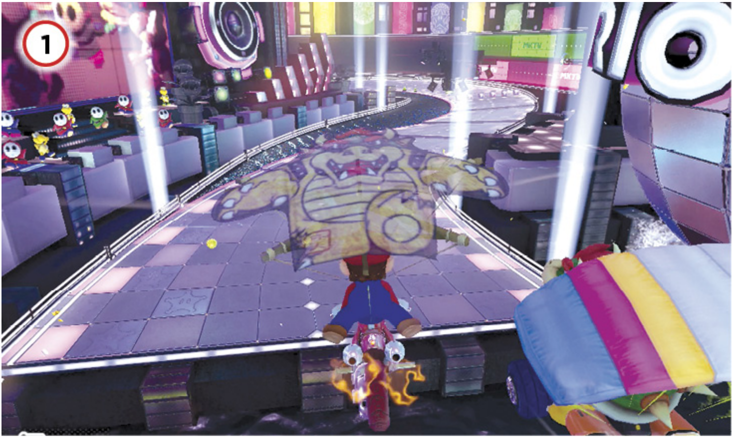
The Rough: Dark, yet shiny patches of the course like the one shown will slow you down quite a bit unless you use a Mushroom to boost through them.



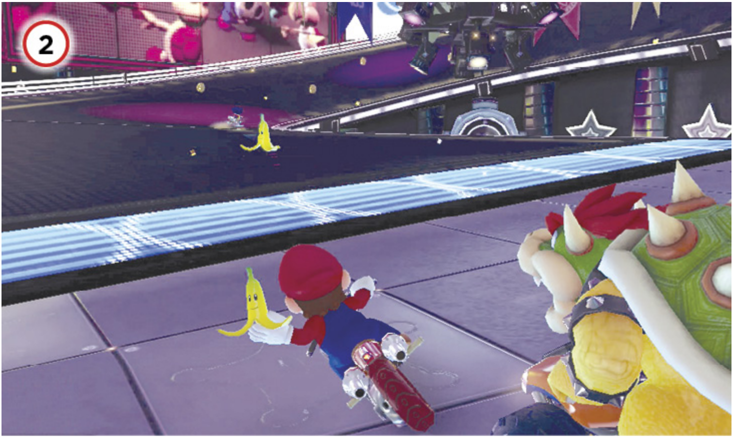
Spin Boost Pillars: As usual, make sure you don't spin yourself into a wall or off the track entirely if you intend to use them.

GRAND PRIX

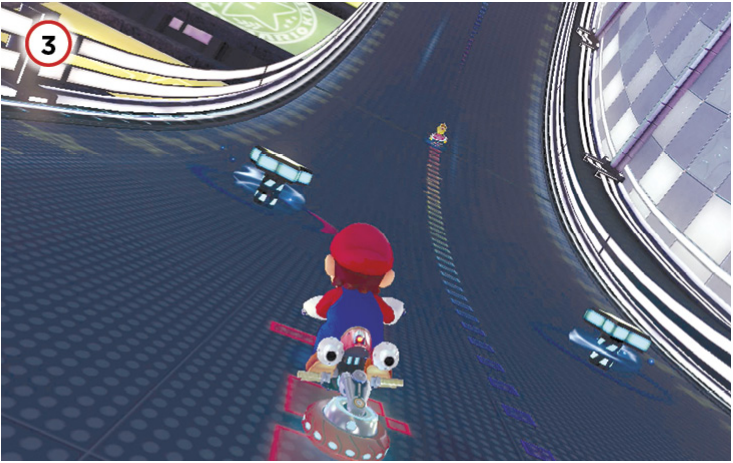




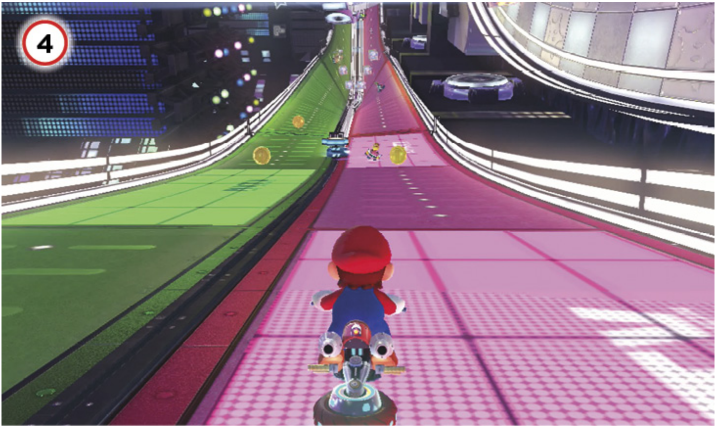
The track begins with a flight over a chasm. When taking on the left turn that follows, avoid going into the rough part of the track unless you have a Mushroom. The glowing road cones here are harmless.

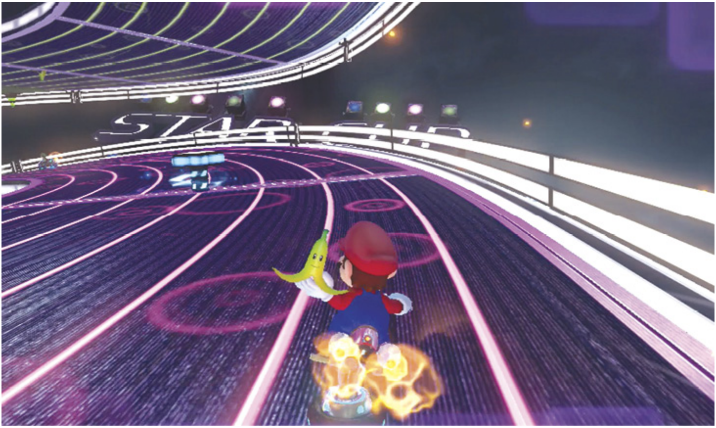


This section is fairly straightforward antigravity driving along the walls toward a split in the course. It's a long straightaway, and the potential for getting smacked by shells is high. The course is wide enough that it is possible for some characters to be able to pull off Mini-Turbos while still traveling more or less forward, but it's tough to pull off.

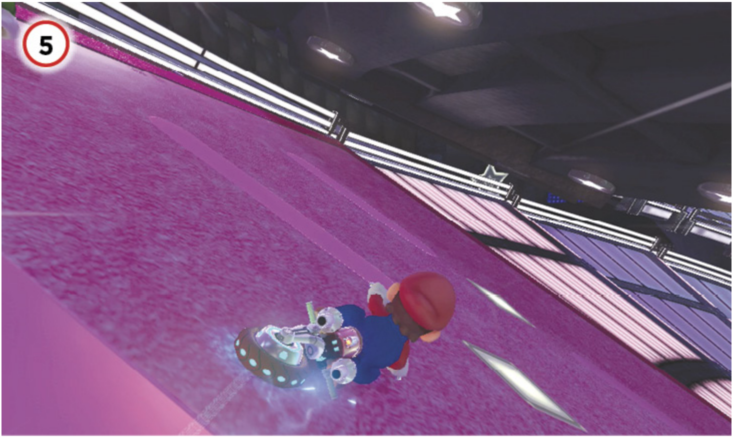


Don’t miss these Spin Boost pillars for a quick boost in speed!

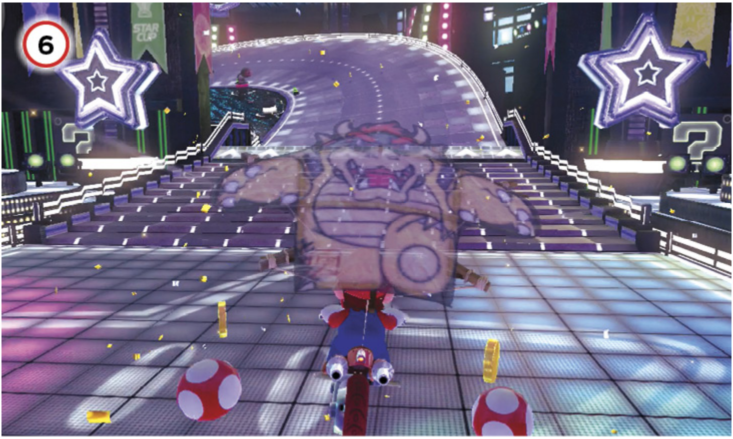




The split in the course is marked by a Spin Boost pillar. Neither path has a truly distinct advantage, though if you're falling behind, you might want to take the same track as the leaders for a chance to smack 'em with some shells. Beware of the pillars in these sections. There aren't many, but hitting them at the wrong angle might send you off the track.

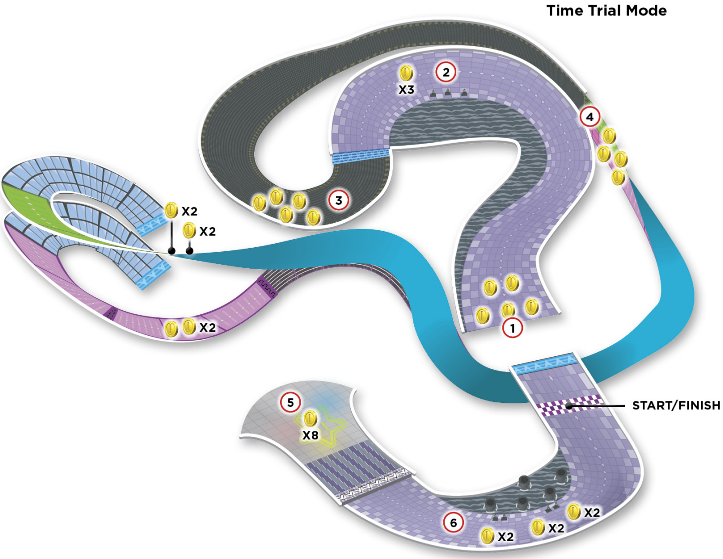


The last turn for the split course sections is a chance to score multiple Super Mini-Turbos. Don't just settle for a clean single drift through the whole turn. This is one of your best chances to shrink an opponent's lead, or extend yours!



The split tracks eventually rejoin, launching players across another chasm to the final big turn of the race. Piranha Plants infest the pipes on the inside of the turn. If you have a Mushroom, you can cut past the pipes and through the rough for a straighter shot at the finish line.

TIME TRIAL

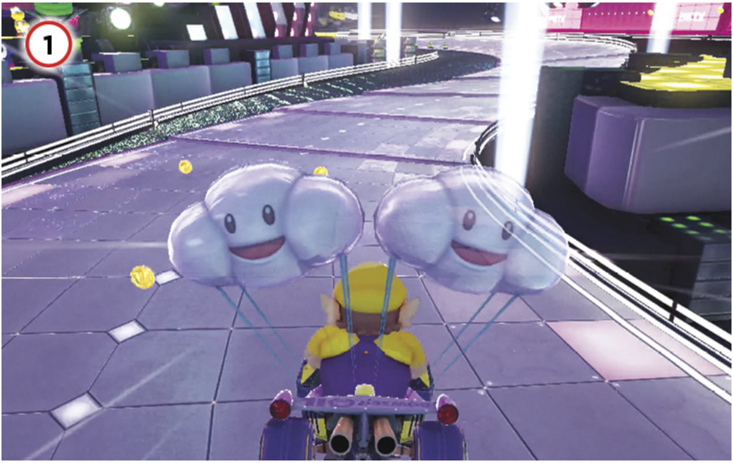


Nintendo's Best 150cc Time Trial Time: 2:21.023
Player: Nin*Yuya

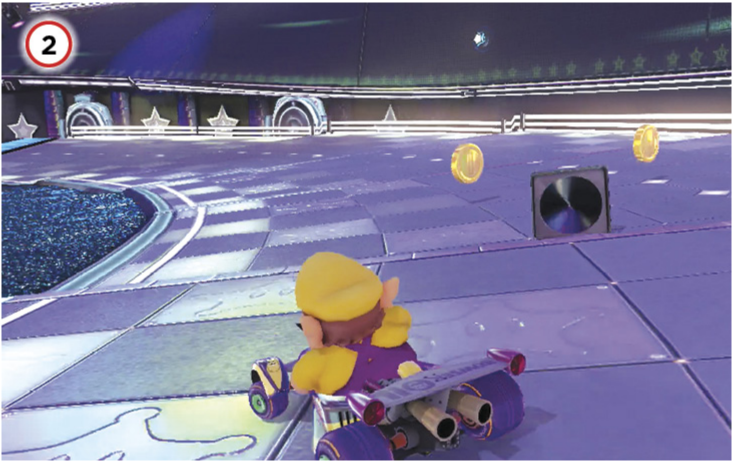
Racer: Larry
Wheels: Monster
Body: Sport Bike
Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:40.943
Player: Nin*Laura

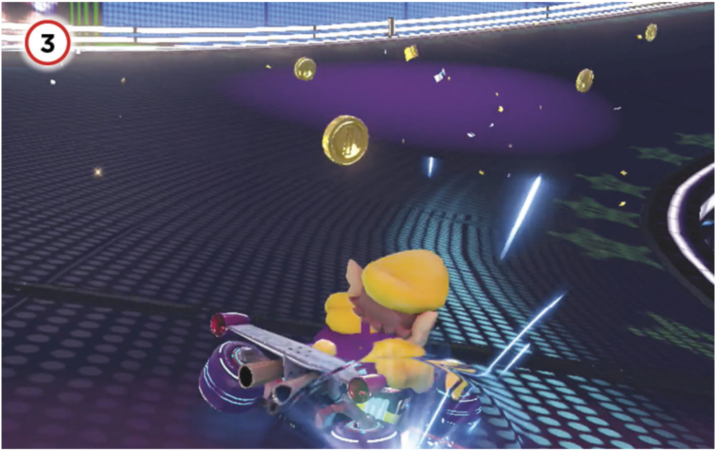
Racer: Roy
Wheels: Cushion
Body: The Duke
Glider: Parafoil

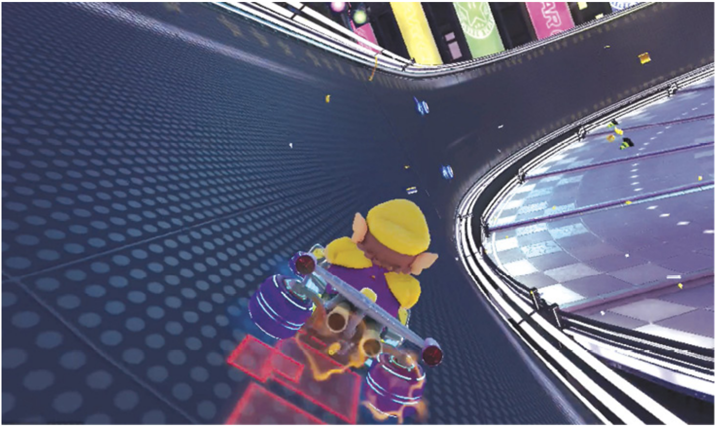


After gliding away from the start line, collect some Coins from the M-shape at the landing point.

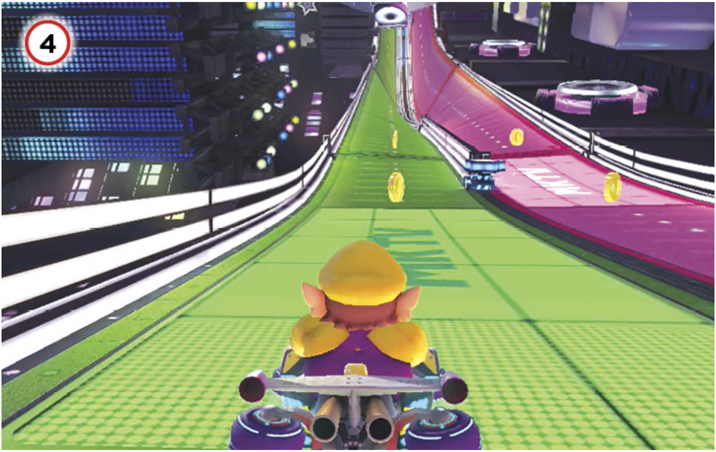


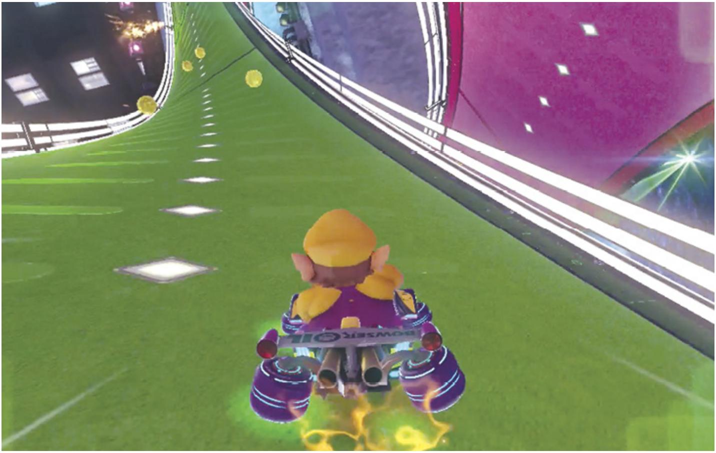
The first turn to the left has some Coins to collect, but at most you can probably only snag one per lap, and it's faster to stick to an inside line through the whole turn. You can collect more Coins later.



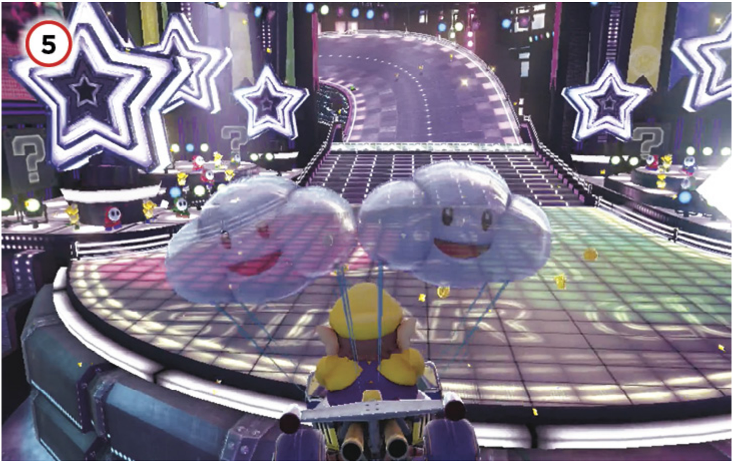


After crossing onto the antigravity portion of the course, you can collect more Coins on your way to the split in the track.

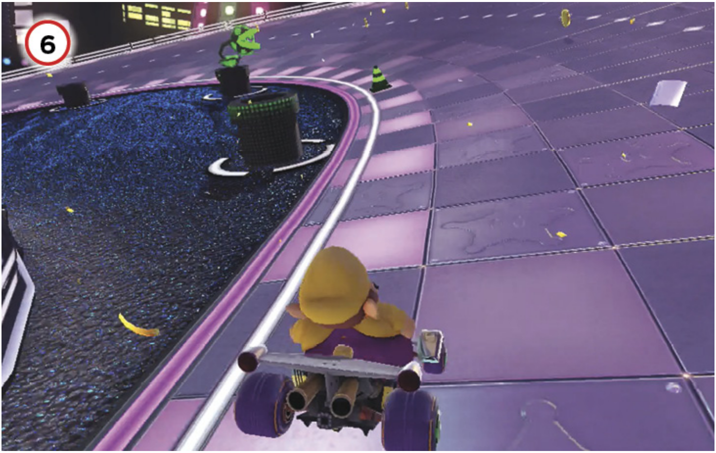


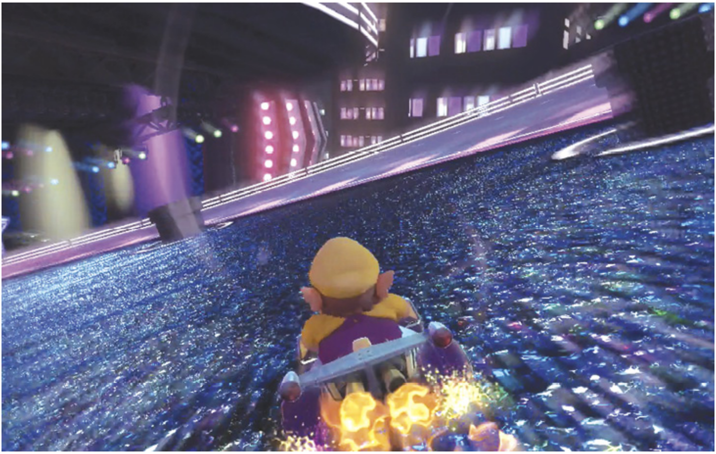


The pink side of the split track is slightly faster, as it ultimately ends on the “inside” of the final turn before the tracks rejoin at the glide ramps. However, you can get closer to ten Coins sooner by taking the green side, as there are more Coins that can be collected at first.



When gliding down from the split track section, don't miss out on a chance to collect some Coins from the rotating ring of them at the landing point, but also don't go out of your way to collect them if it's going to slow you down more in the end.





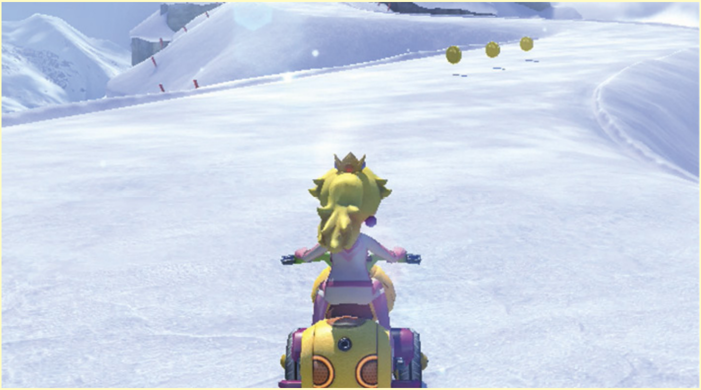
The shortcut across the rough part of track on the left will take you past pipes, including some that are occupied by raving Piranha Plants. A Mushroom is required for this shortcut, but it is possible that the boost can fade out before you make it entirely across the rough ground! Don't get too greedy when trying for this shortcut.

MOUNT WARIO

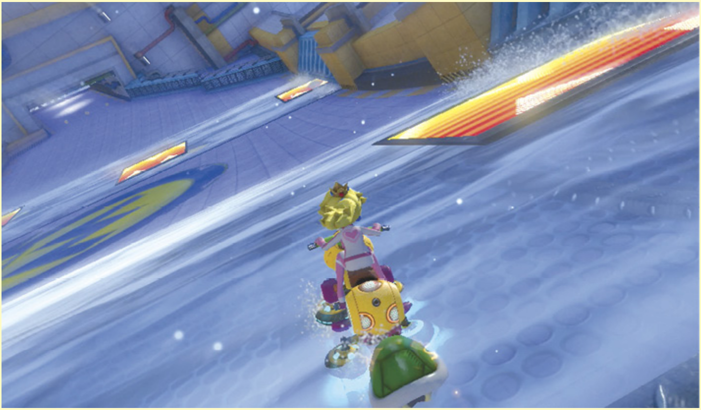
MOUNT WARIO
MOUNT WARIO
MOUNT WARIO
MOUNT WARIO
Wario
BILLIONAIRES

Mount Wario isn't like other tracks in this cup. Rather, it is one long road split into three sections, each filled with danger. It's literally all downhill from here when you start! Remember, you only get one shot at performing well in each section. If you mess up early on, you'll have to make up time as you keep going farther down the mountain.

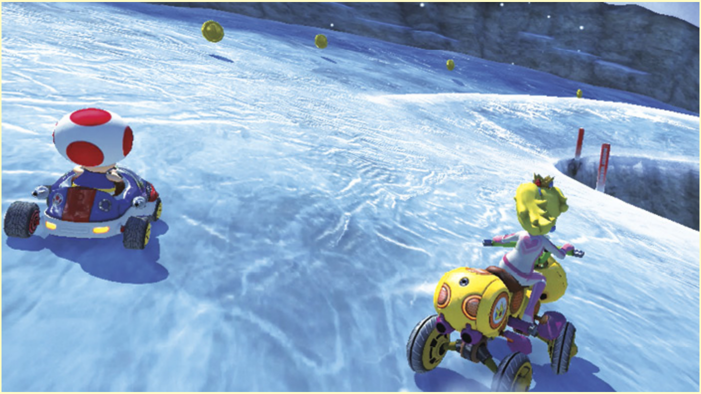
CAUTION: ROADSIDE UNASSISTANCE



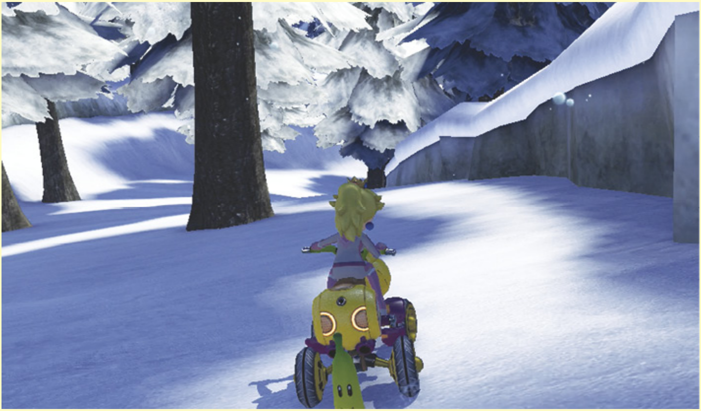
A Distinct Lack of Guard Rails: The first section of this course has next to no safety net on the sides of the track, so be careful when taking the turns here. Falling off early can cost you the whole race. Don't let that happen!



Wario Dam: Water flowing down the dam can push you away from vital dash panels.

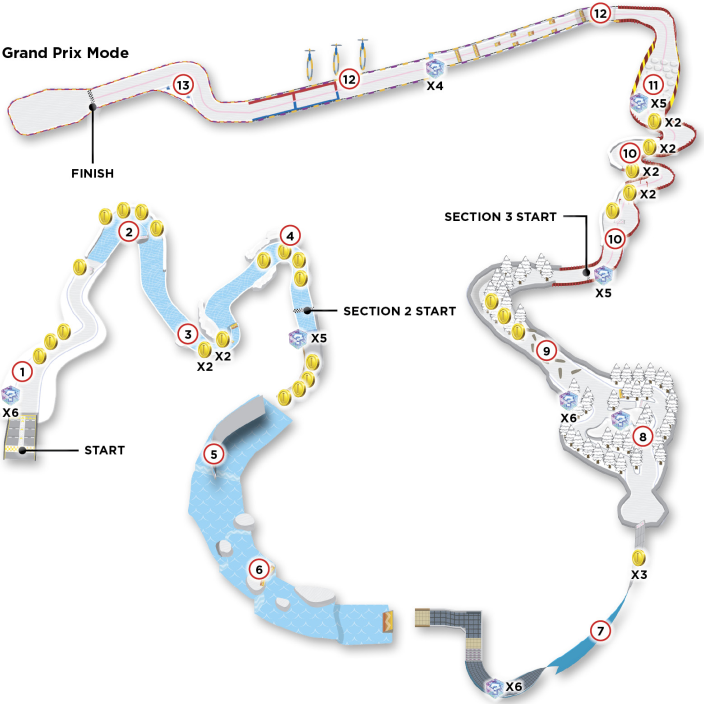


Slick Ice: The first section of the course is on ice, and it's possible to be sent flying off the track if you take your turns too wide.

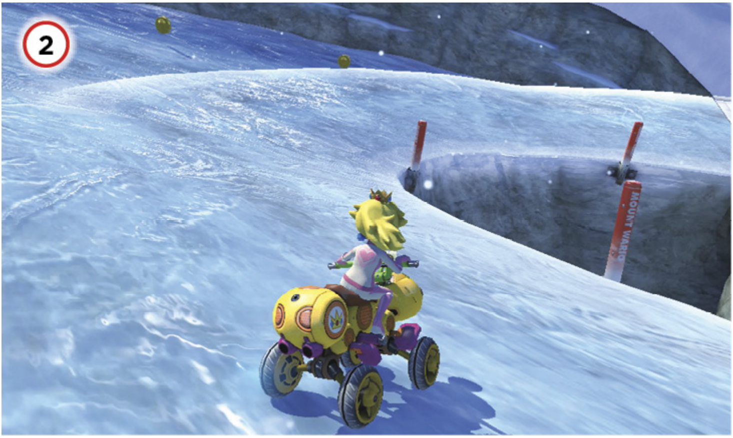


Trees: The latter portion of the second section is filled with trees, both standing and lying down. You can Jump Boost off the fallen trees for some speed, but the standing ones will stop any racer dead in their tracks.

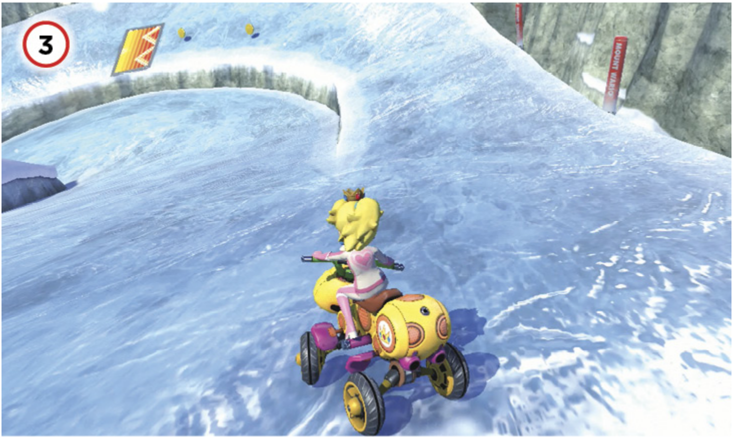
Grand Prix Mode



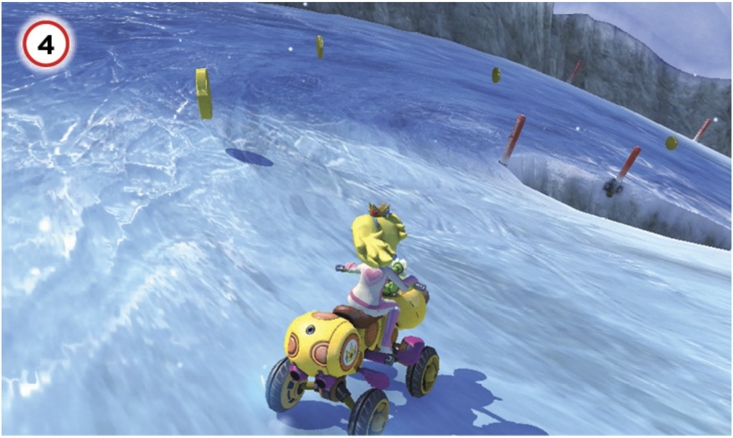
You start the course by diving out of an airship—don't forget to Jump Boost off the lip of the starting ramp. Note the lack of protective fencing along the sides of the course. This is how much of the first section is.



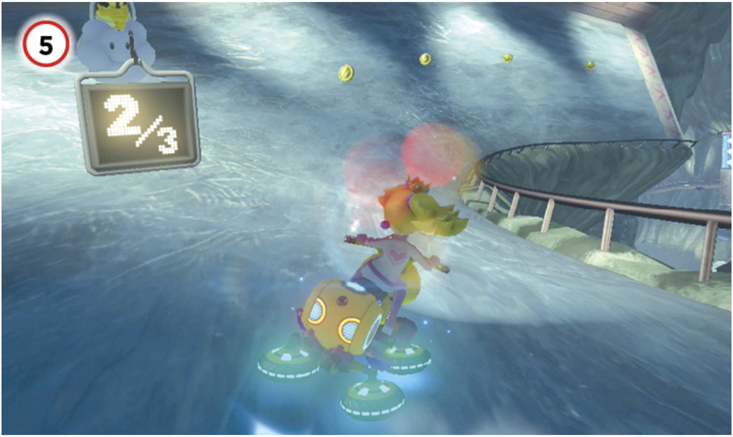
The course turns icy just as you reach the first real turn of the race, a sharp right. Stick to the inside as best you can. There's a ramp you can Jump Boost off of for additional speed, and to align yourself to the upcoming turn.



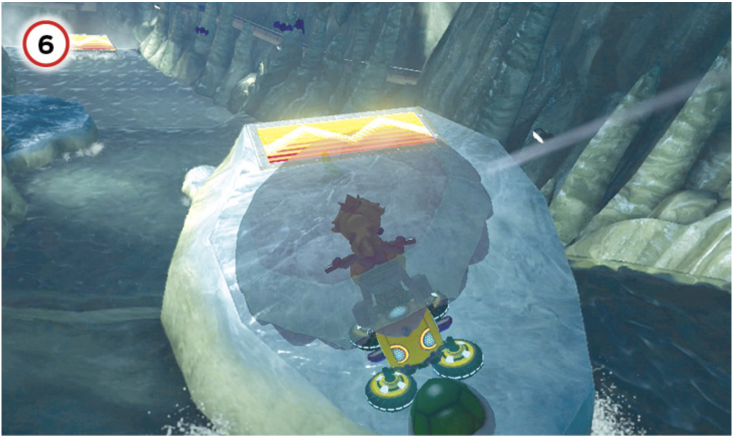
Shortly after the first split is another on a hard left turn. The outside line has dash panels and Coins, so if you're out in the front of the pack, consider taking the longer outside path just to deny your rivals some Coins!



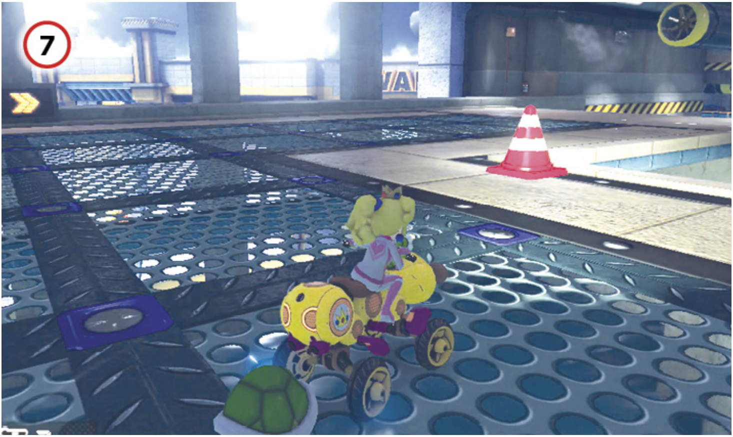
The first section of Mount Wario ends with a final hairpin to the right. Start your drift early to make it easier to take the turn. If you're a heavyweight racer and you're in the middle of the group, this turn is your last chance to ram other racers off the course. Take advantage of that if the opportunity presents itself!



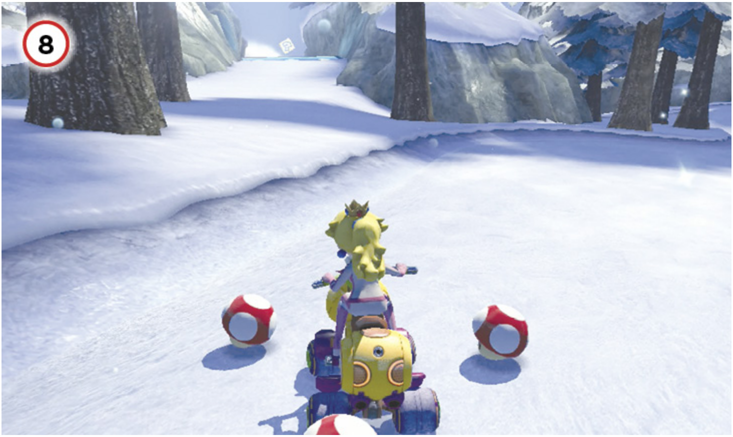
Section 2 begins by entering a massive cave. When you're presented with a chance to jump off a regular ramp, or use a blue ramp to start gliding, take the blue ramp. If you have a glider part that grants you good speed, it'll be much faster than dealing with the rougher terrain on the ground.



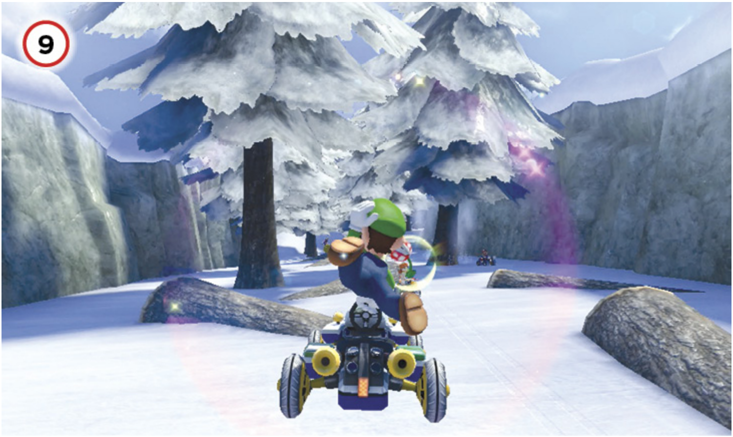
If you’ve chosen to glide, you can extend your air time by force landing on this dash panel ramp, and jumping just as you land. This grants you the boost, and keeps you gliding.



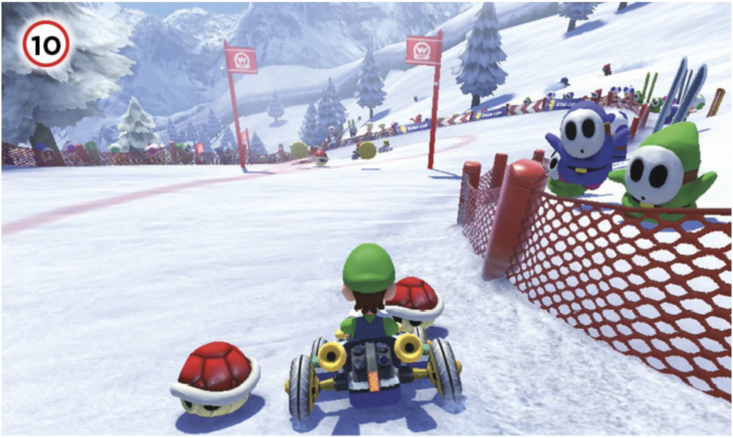
Wario Dam is your next stop as you take the winding track out of the caves. Water flows down the side of the dam, carrying dash panels with it. Try to aim for some of them, while making sure you aim at the tunnel that will take you away from the dam.



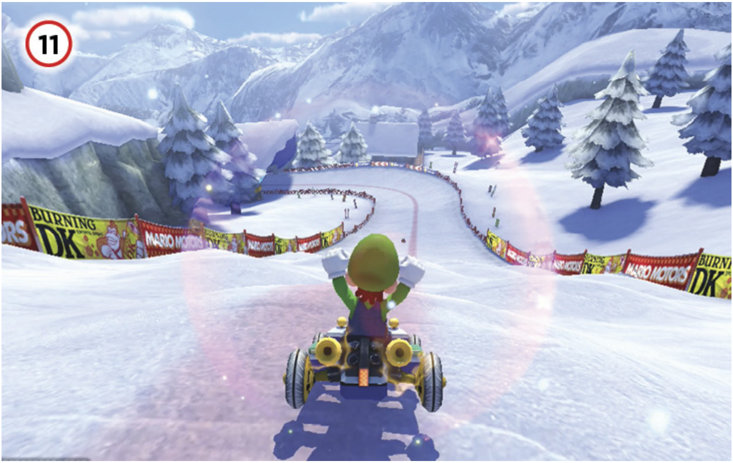
As you exit the dam, you reach a snowy forest, with two obvious paths to choose from. If you have a Mushroom, you can bypass the trees and get through the rough snow to use another blue ramp to glide straight into the next area.



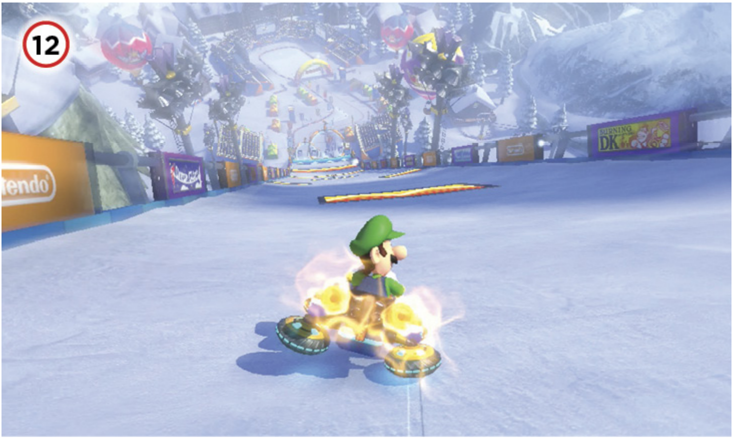
Use these logs to Jump Boost for a little extra speed, but beware of being sent flying into trees, and be ready to handle the upcoming section filled with trees during the long turn to the right.



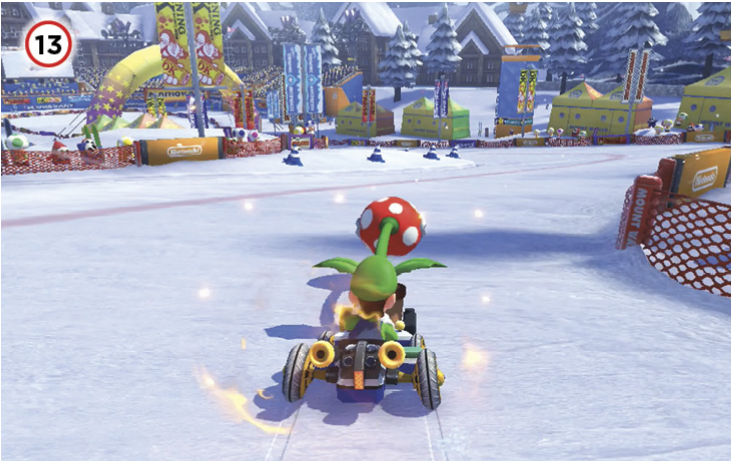
The final course section begins with some ramps to Jump Boost from, followed by a series of winding turns to slalom through.



The moguls just past the first series of turns can all be used for Jump Boosts. Get as many boosts as you can!



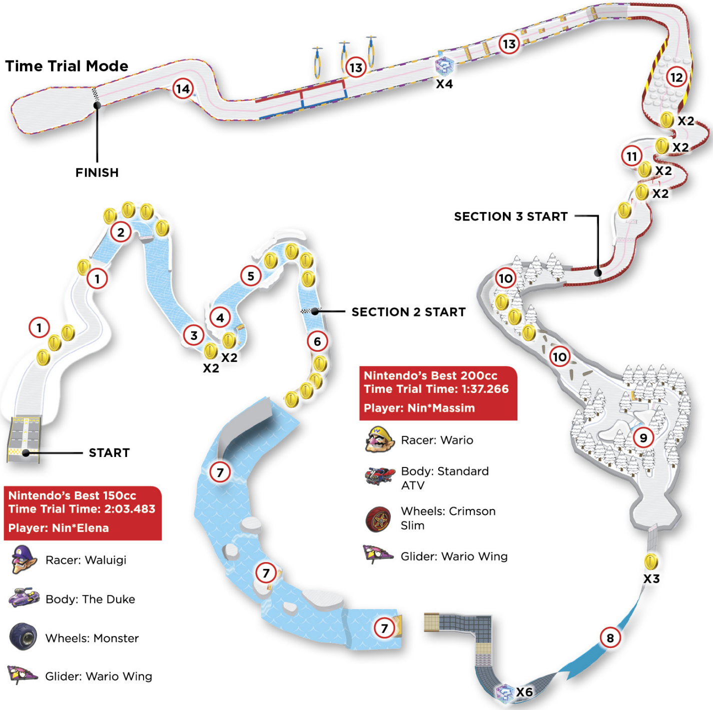
The home stretch begins at the top of one final hill filled with dash panels to hit. The hill ends with a launch panel that sends you gliding toward a set of rings—make sure you pass through them all! If rivals are close by, be ready to evade Green Shells. If you have a Banana, hold on to it for defense during this section.



As you land from your glider flight, there's one last S-curve you have to deal with at the bottom of the hill. If you have held on to a Mushroom up to this point, you can cut this corner for a straighter shot at the finish line.

TIME TRIAL

Time Trial Mode



Nintendo's Best 150cc Time Trial Time: 2:03.483

Player: Nin*Elena

Racer: Waluigi

Body: The Duke

Wheels: Monster

Glider: Wario Wing

Nintendo's Best 200cc Time Trial Time: 1:37.266

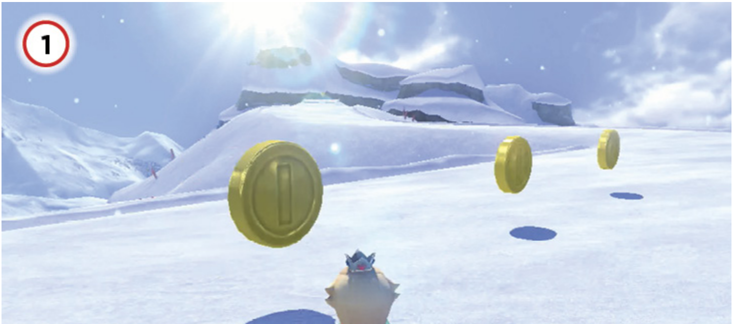
Player: Nin*Massim

Racer: Wario

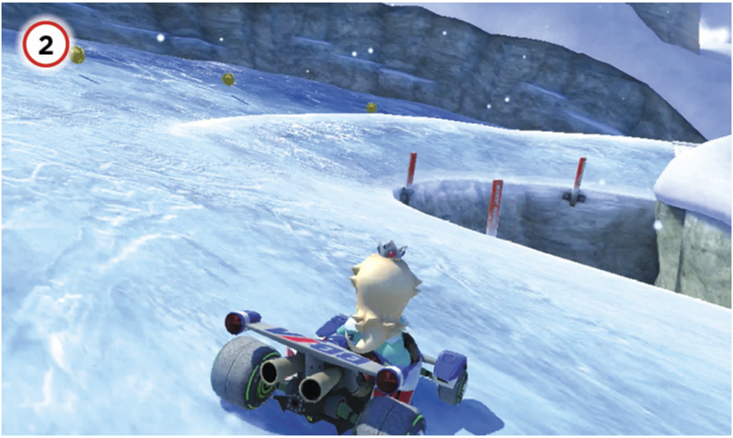
Body: Standard ATV

Wheels: Crimson Slim

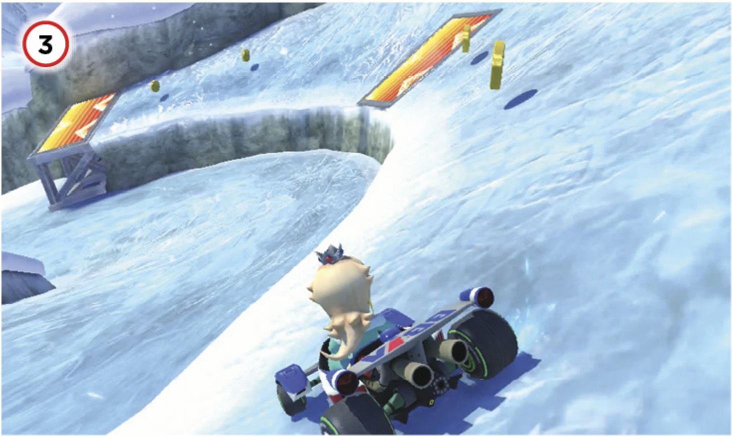
Glider: Wario Wing



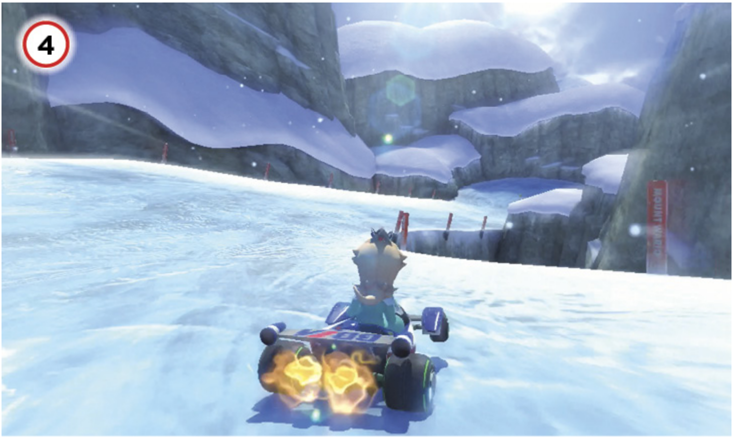
Right after dropping from the airship, it seems obvious to collect the three Coins on the track. Instead, collect only the one in the rear while boosting over the rough terrain, aiming for the ramp at the center of the track just ahead. The ramp itself has another Coin you can collect.



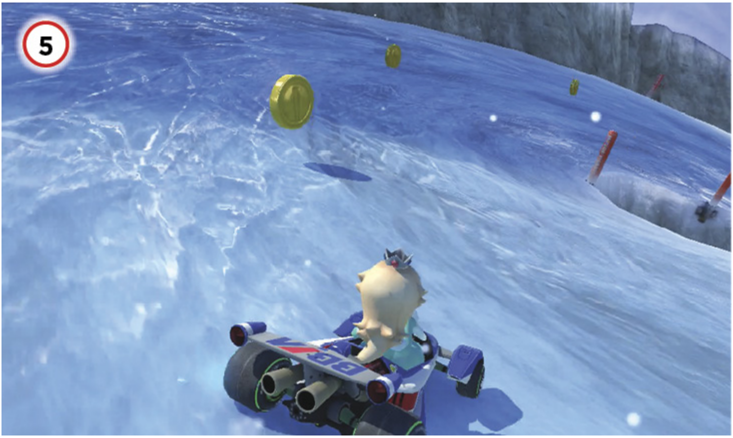
There are four Coins on the outside track of the first major turn here, but the ice makes it tough to collect them all. It's best to just cut the corner tight on the upper path, and Jump Boost off the ramp to save time.



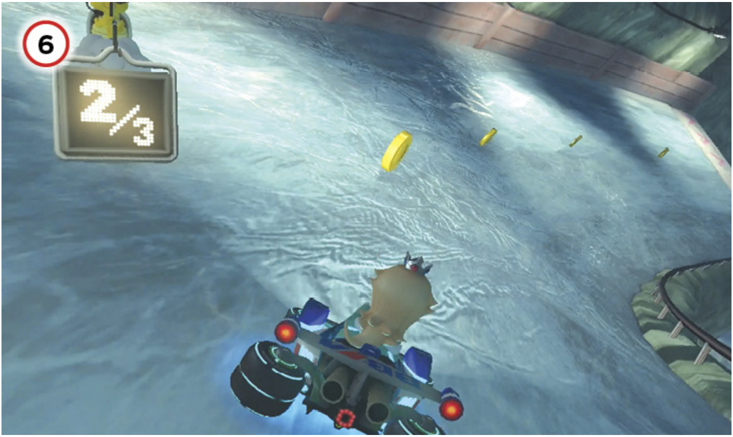
Here is another split in the track, with four more Coins on the longer upper route. However, the dash panels there can offset the time difference between the inside and outside lines, and you need the Coins after passing up so many others.



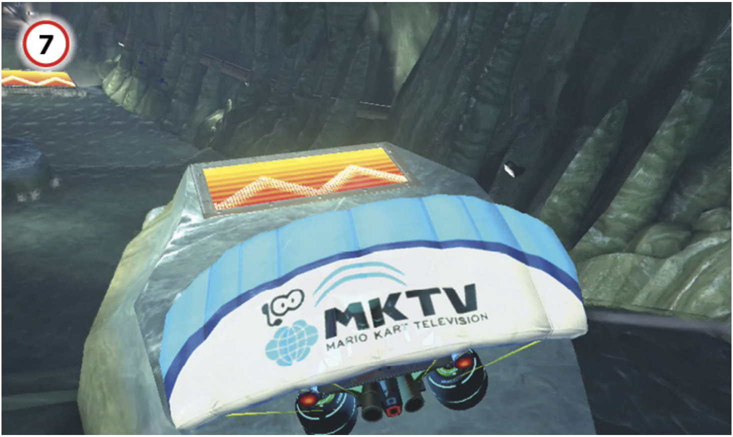
This is a surprisingly tricky transition from the dash panels and ramp from the second turn onto a straightaway. You'll want to already be drifting to the right so you can Mini-Turbo to safety if necessary.



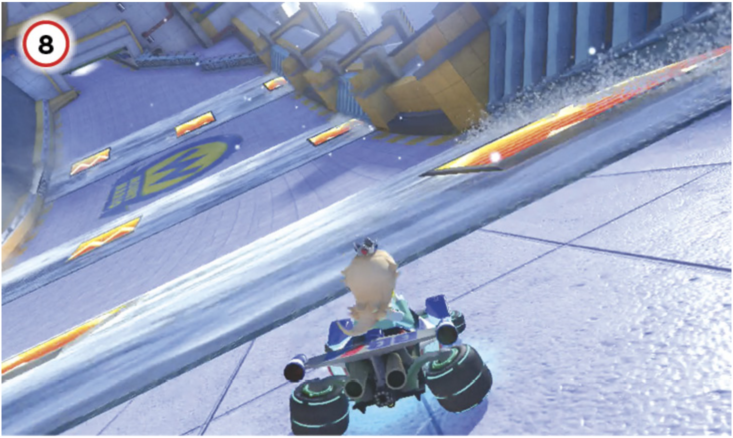
Another tough turn, back to the right. Four more Coins line the center of the track, though once again the ice will be working against you. It might be faster to skip the Coins on this turn and stay on the inside of the track.



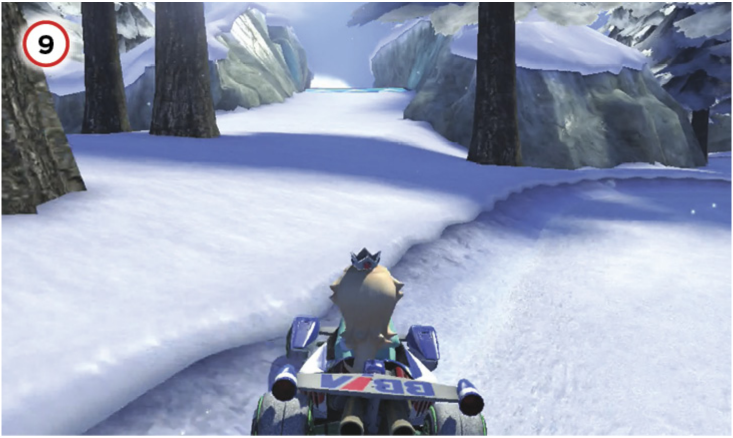
Stay centered as you enter the cave for the second track section to collect four more Coins. It is entirely possible to be at ten Coins at this point in the Time Trial.



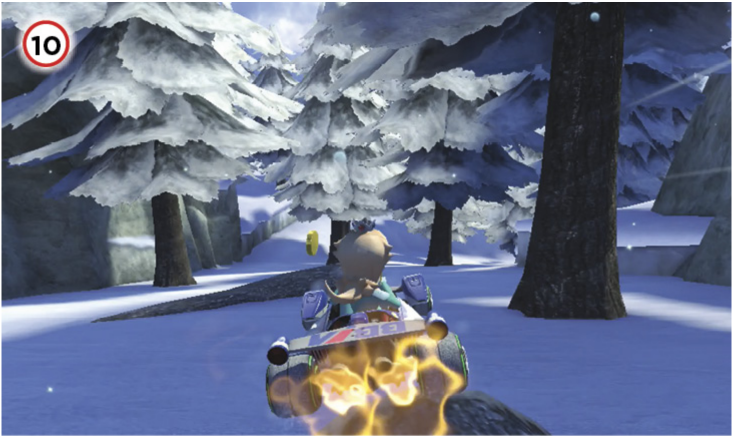
Take advantage of the dash panel ramps inside the cave in order to maintain your speed, and Jump Boost off any ledges or ramps to drive over.



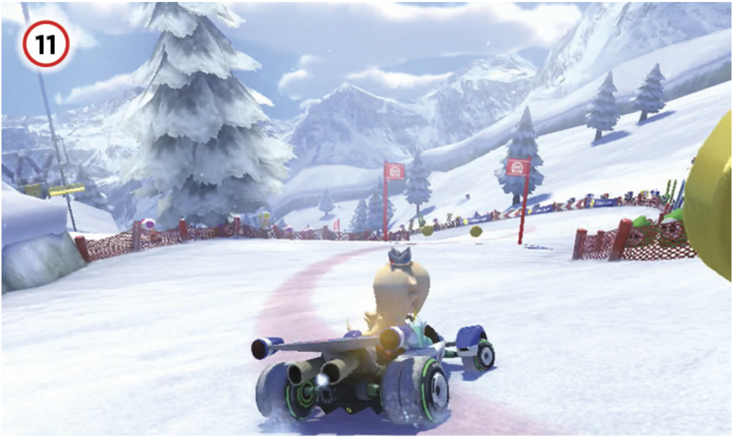
When driving along the walls of Wario Dam, make sure you start high on the dam to catch the dash panels on the waterfalls as you drive toward the exit of the dam. Ideally you can catch a boost on three panels.



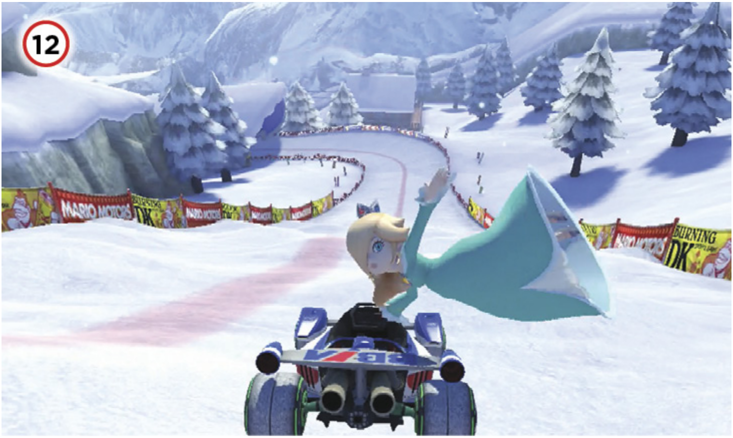
After exiting the dam, don't miss a chance to use a Mushroom to climb up this hill behind the trees so you can use a glide ramp to bypass more complex parts of the course. Just watch out for trees as you glide back toward the ground!



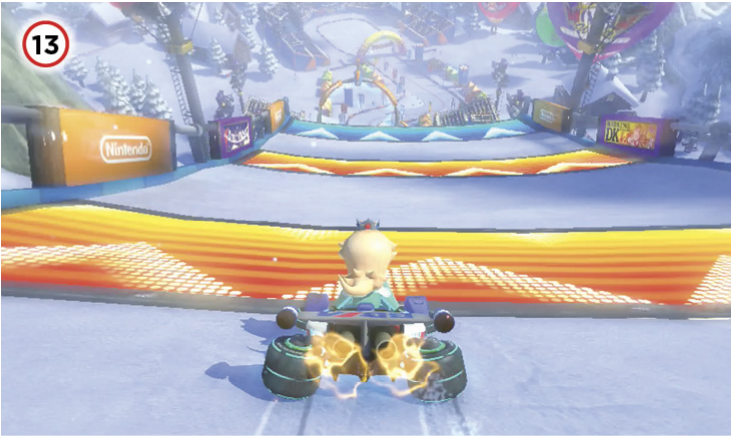
When racing past these logs, start guiding yourself toward the right side of the course. Cutting the next turn leading into the third and final section of the course will require some very precise driving and drifting between trees in order to avoid getting stopped cold!



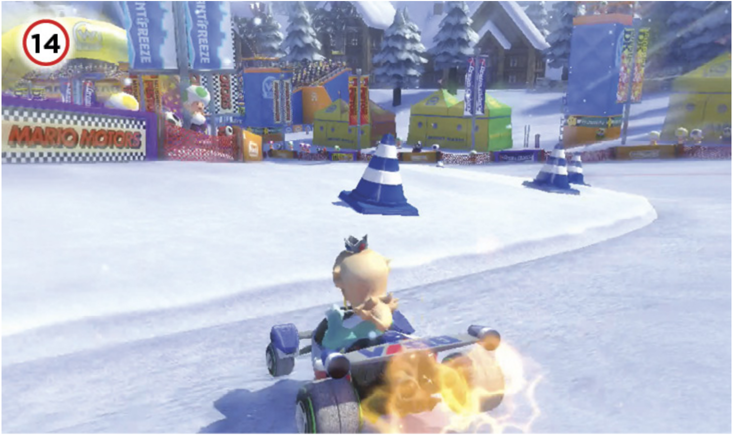
The downhill slalom is best navigated by trying to keep tight inside each turn. If you drift out too wide, you'll lose time even with a Mini-Turbo.



Jump boost on every mogul you can on the way down toward the final stretch. Just be sure you don't ignore the upcoming turns that follow!



You need to hit seven dash panels on the way down toward the final glide ramp if you want to keep a good pace. After gliding through the rings, get back down to the snow to prepare for the final shortcut!



Mushroom boost across this snowy hill to cut one last corner and drive on toward the finish line!

The Tracks

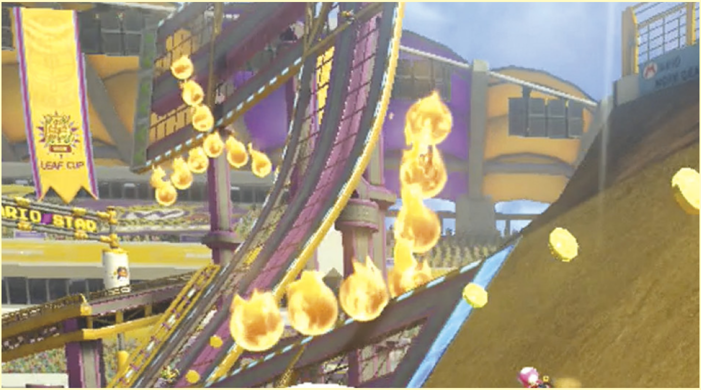
Leaf Cup

DS WARIO STADIUM

WARIO STADIUM
MKTV
MKTV
MKTV
MARIO KART
LEAF CUP
BOWSER OIL
WARIO
Lemmy's

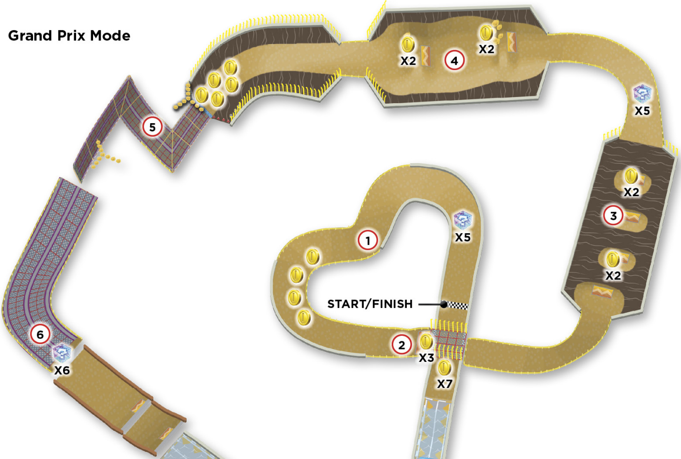
Big hills, many dash panels, and massive jumps make Wario Stadium one of the most exciting courses in the whole game, fitting for its return to the *Mario Kart* circuit, and a proper opener to the Leaf Cup! Racers will have to do their best to nail every leap accurately to come out on top.

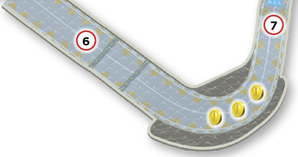
CAUTION: ROADSIDE UNASSISTANCE



Fire Chains: A returning obstacle from Bowser's Castle, the fire chains make the races through Wario Stadium more exciting for the crowd... at the cost of being more dangerous to the racers themselves.

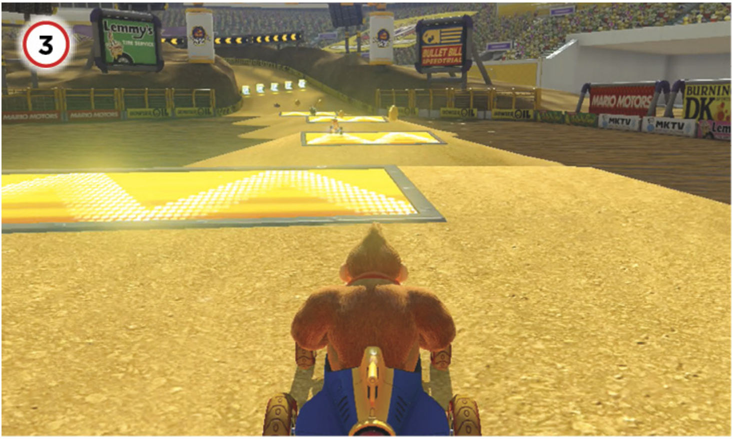
GRAND PRIX



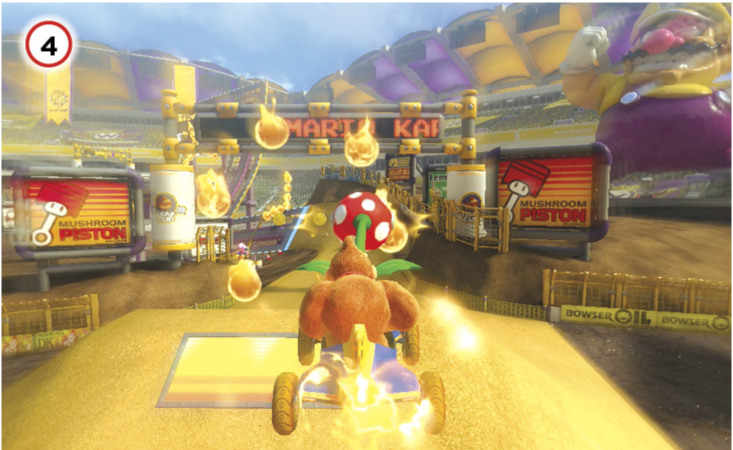


Three sharp turns greet racers almost immediately beyond the start line, with only a small group of Item Boxes before you reach the first turn. Don't be surprised at the start of this Grand Prix that you struggle to break out of the pack early on while navigating the turns!

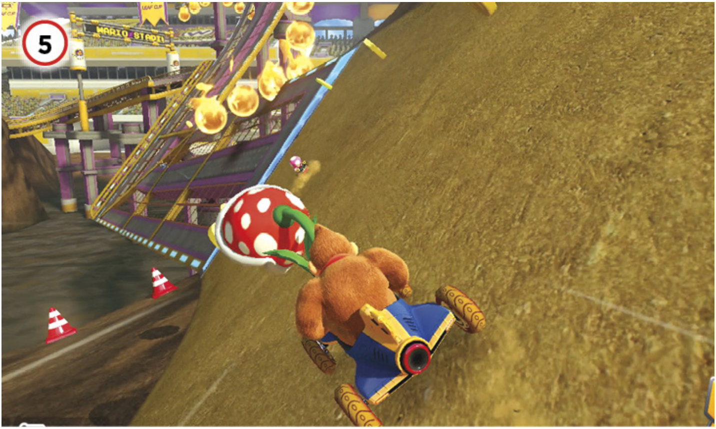
This first jump can trip up unprepared racers, as a sharp left turn awaits just as you land from it. Like with any jump on this course, it's a great place to use Bananas to trip up close pursuers.

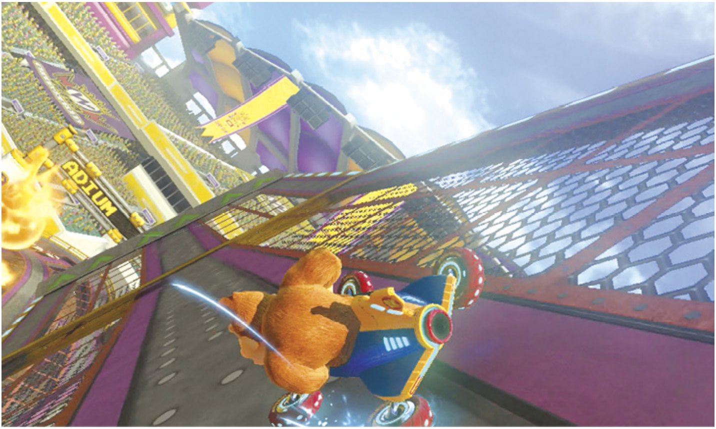


The four small island ramps in the sea of mud here can all be Jump Boosted, allowing a racer to reach insane speeds before the upcoming left turn... but at the cost of control. Racers blitzing through this section will not have an easy time evading shells fired back at them, or missing Bananas placed on the ramps themselves.

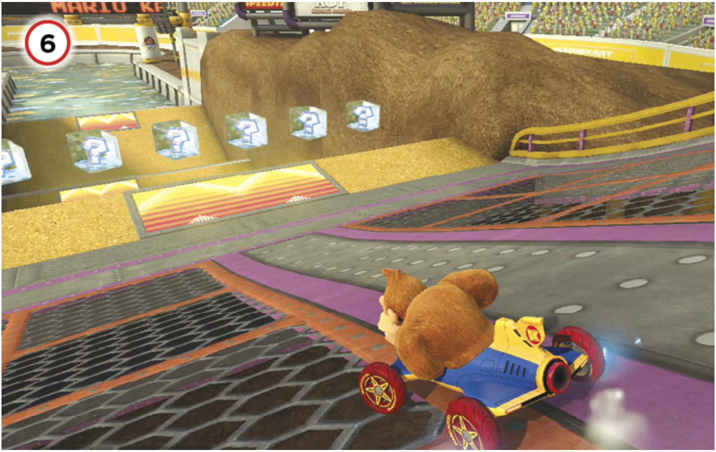


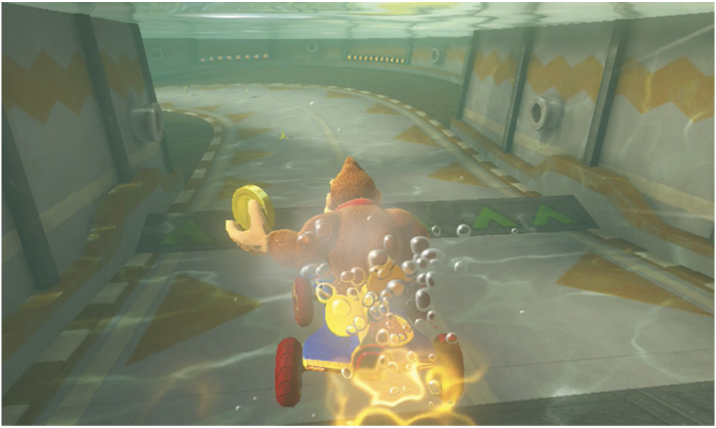
These two large jumps have fireball rings just behind them. The jumps themselves are offset slightly, making it tough to hit both dash panels while keeping up your speed and avoiding the fire rings. You can really ruin a racer's day with a well-timed item attack here!



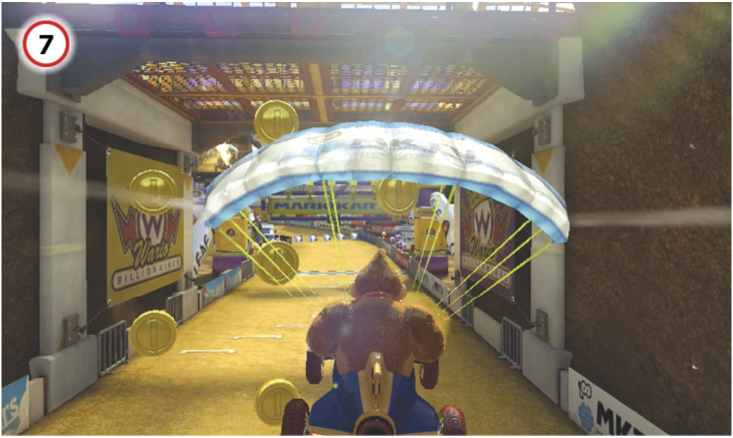


Watch the fire chains while making your way through this twisted section of the track. More danger comes as a ramp launches you off the mid-air section of the track back down to the ground level. If you're in a bad position here, you can miss the jump and fall out of bounds!





Another trio of dash panel ramp jumps await just beyond the antigravity section of the course. Once again, the dash panels here are offset from each other, making it difficult to hit every one as you pass through this section. As you go into the water here, you'll find two more ramps that can be Jump Boosted, though if you've carried enough speed in the previous section you'll skip at least one of them.



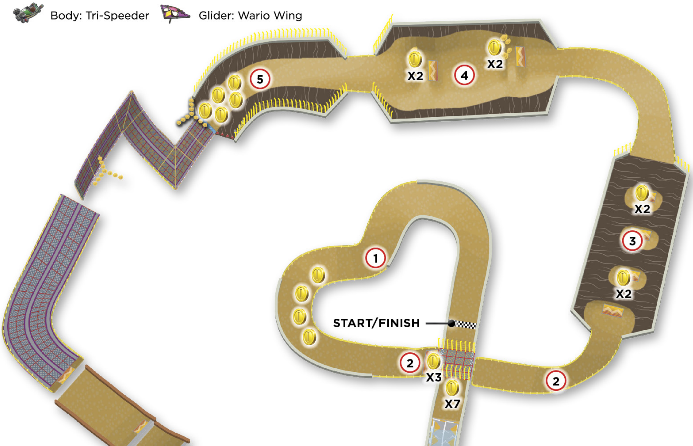
The final stretch begins with a glide ramp that sends you flying over a body of water standing between you and the finish line. If you have any items to foul up the ramp with, use them! Also, striking a racer in the air over the water can cost them many places if the competition is tight.

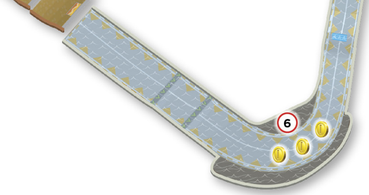
TIME TRIAL

Nintendo's Best 150cc Time Trial Time: 2:09.171
Player: Nin*Mizuho

Racer: Wario
Wheels: Off-Road
Body: Tri-Speeder
Glider: Wario Wing

Time Trial Mode





Nintendo's Best 200cc Time Trial Time: 1:39.724

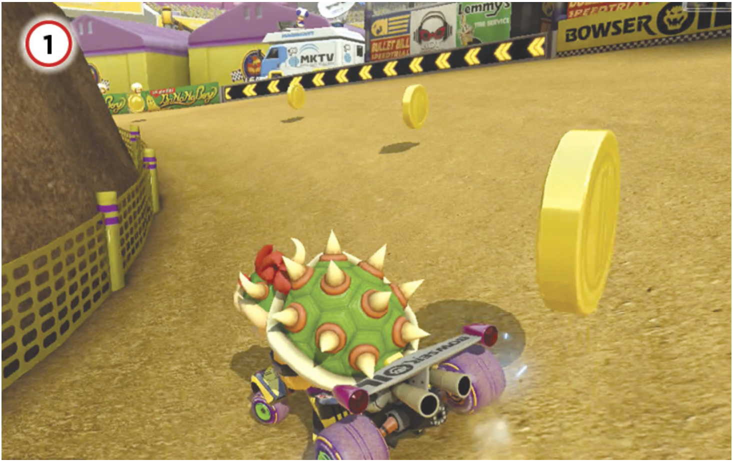
Player: Nin*Massim

Racer: Waluigi

Body: Varmint

Wheels: Hot Monster

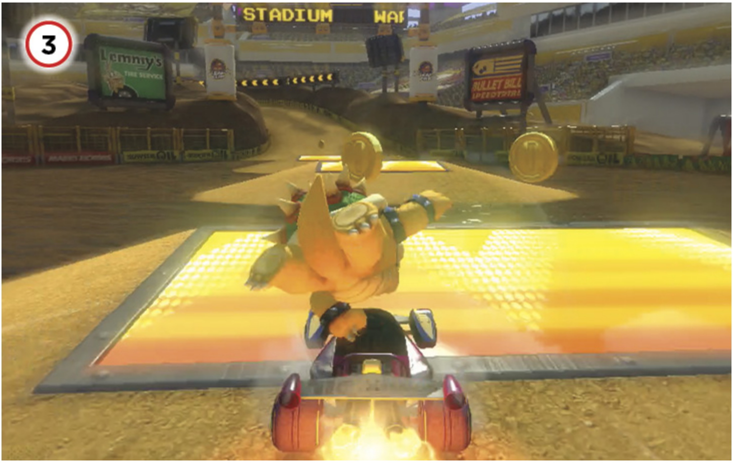
Glider: Wario Wing



Navigate the first three turns smoothly, taking the straightest line possible. On the last turn, don't miss the four Coins on the inside line as you approach the first jump.

2
MARIO KART

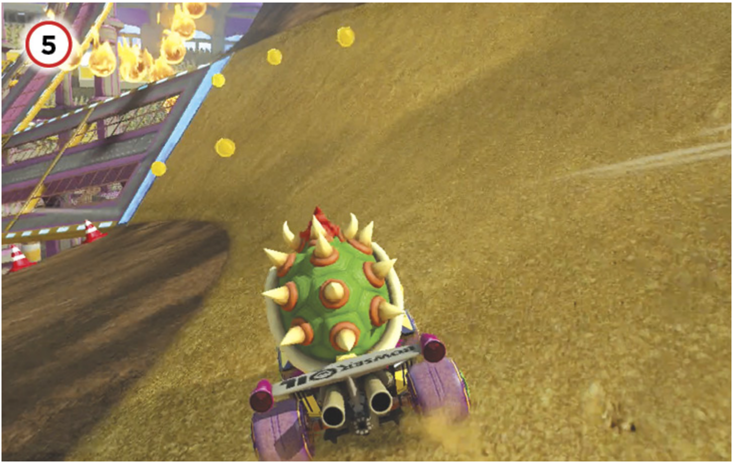
Anticipate the hard left coming after the first jump. Stay on the inside line, making sure you collect at least one Coin from this ramp during Lap 1. Ideally you'll exit the turn aimed directly at the first of the four dash panel ramps coming up.



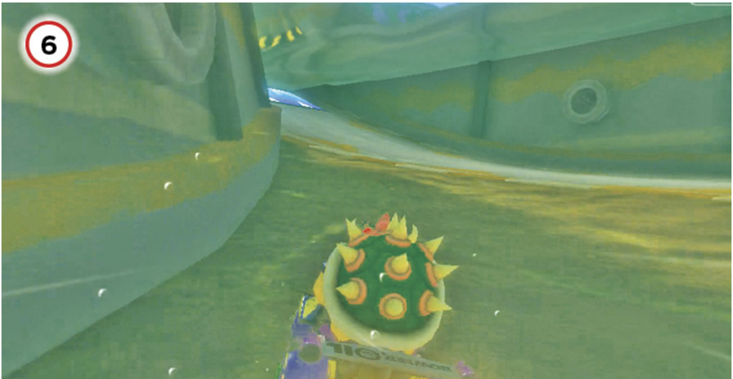
On an optimal run through this section, you'll Jump Boost from all four dash panel ramps, and during your first lap you'll collect two of the Coins placed here.

4
MUSHROOM
PISTON
MUSHROOM
PISTON

On the two big jumps, concentrate on hitting both dash panel ramps with Jump Boosts while evading the fire chains. You can collect a Coin just beyond the second ramp, but you might shoot past it if your speed is high enough.



Approaching the antigravity section of the track, you will see two lines of Coins: one with two Coins, and another with three. On Lap 1, take the three Coins, evade the fire chain just beyond them, and navigate the rest of the section with drifts and Mini-Turbos.



After Jump Boosting through the jump gauntlet, the final left turn is where you should use a Mushroom. On all three laps, you can cut across the mud on the inside of the turn, saving yourself some valuable time. Just make sure you make the turn and glide over the final water hazard!

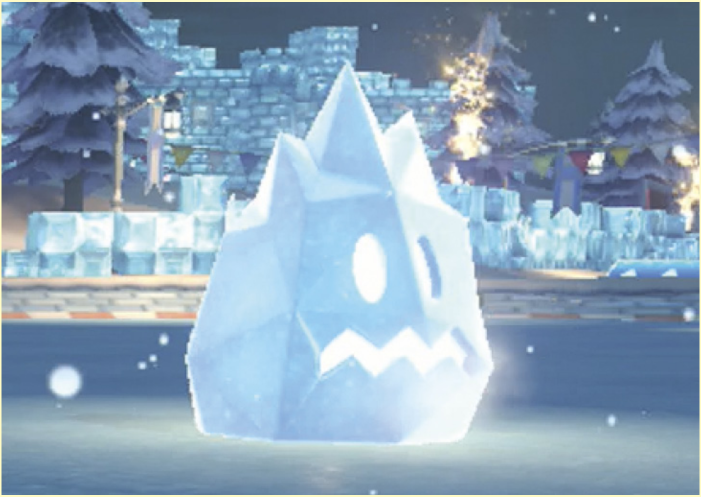
GCN SHERBET LAND

Sherbet Land has seen extensive changes from its original appearance back in *Mario Kart: Double Dash*, more than almost every other returning classic course. Racers can stick to the traditional routes on the surface of the course, or they can dive underneath the ice and race through previously unseen parts of the venue!

CAUTION: ROADSIDE UNASSISTANCE

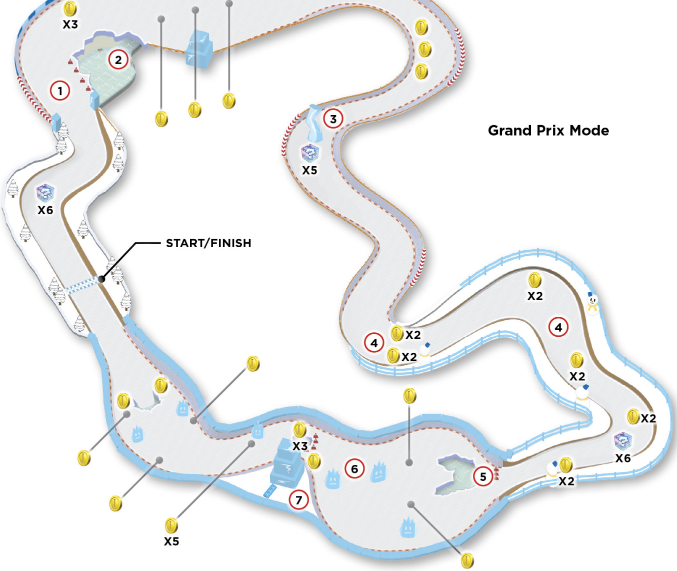
Dream Gliders
100% ORGANIC ANTIFREEZE

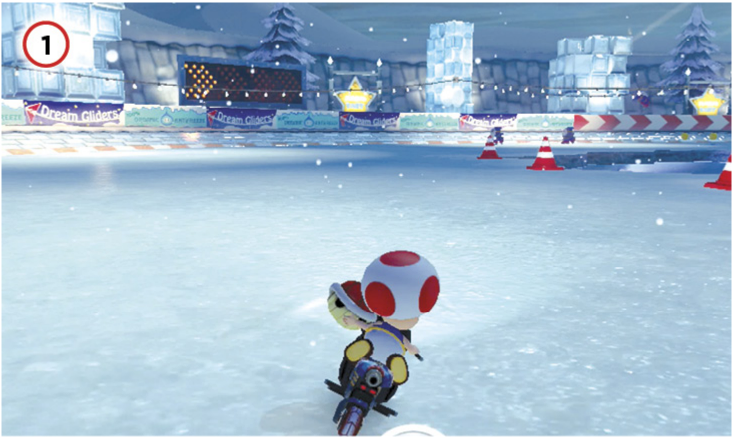
Skating Shy Guys: These graceful guys skate in groups across the ice parts of the track, pirouetting into the air and possibly plotting to sabotage their ice-skating rivals' gold medal dreams.



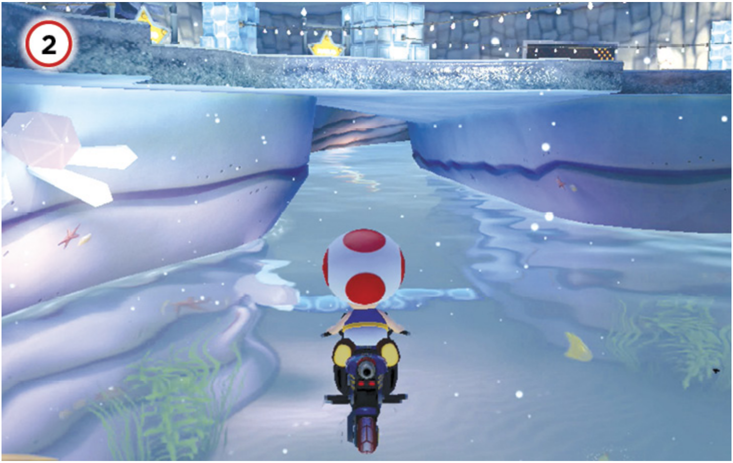
Freezie: Sitting atop the ice, Freezies don't try to get in the way of the race, but there are enough of them on certain parts of the track that they can be an issue. Anyone who makes contact with a Freezie will be frozen for a short time. A mean trick is to set up Banana traps that will cause racers to crash into a Freezie.

GRAND PRIX

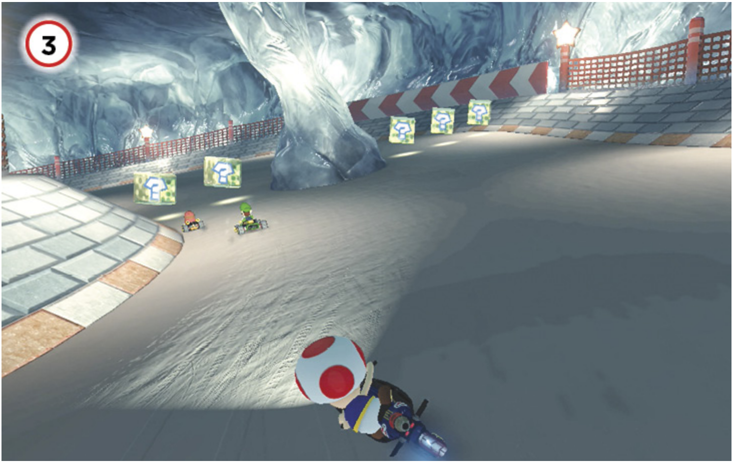




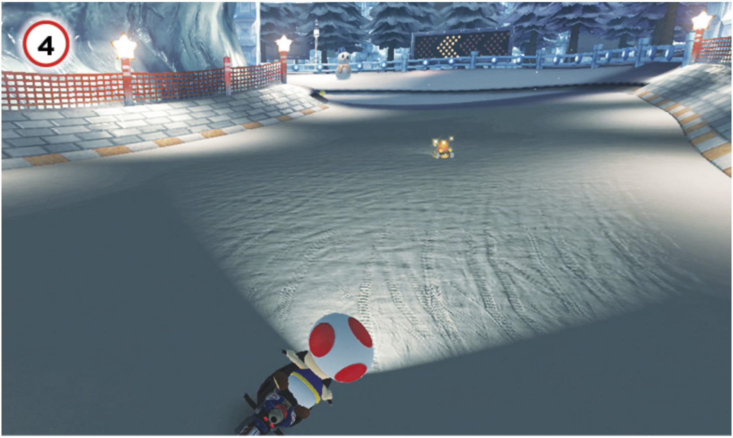
Just after crossing the first line of Item Boxes, you have a choice of two paths to take. The first is to stay on the ice, hugging the hole in the ice as much as possible while you drift and Mini-Turbo around it toward the cave. Shy Guys skate through this area, trailing Coins to collect.



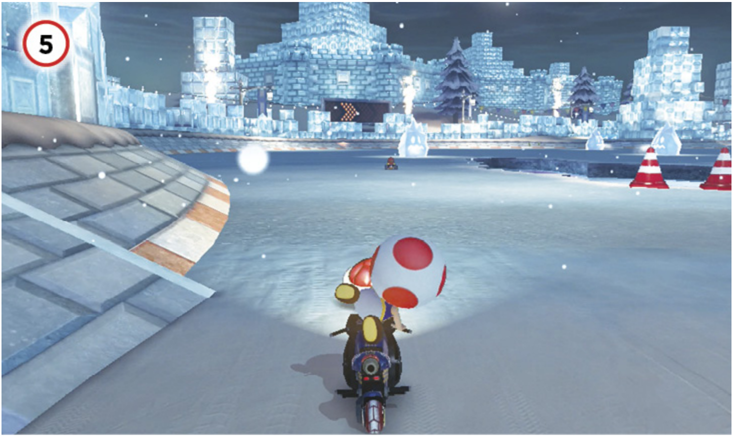
The other option is to drive off the ice through the warning cones on the right, driving through the water into a tunnel filled with dash panels. This route will deposit you farther into the cave, and you can snag some extra Coins this way.



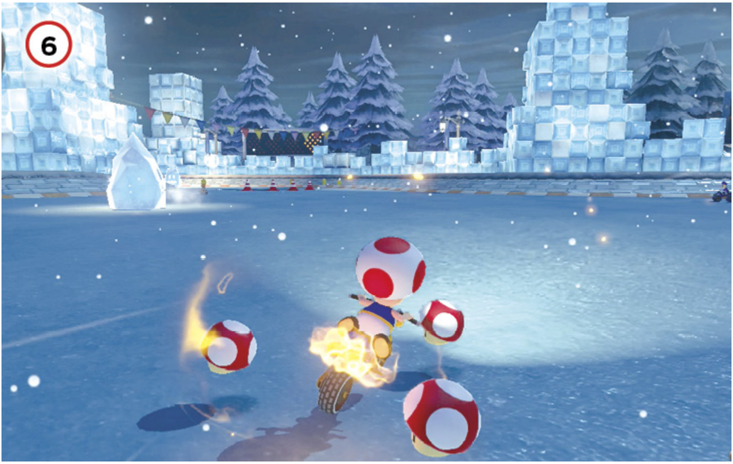
The larger cave is split up at one point by a large ice pillar. If you have a Banana at this point, set it down among the Item Boxes. Both sides of the pillar are narrow enough that you have a good chance of catching other racers off guard.



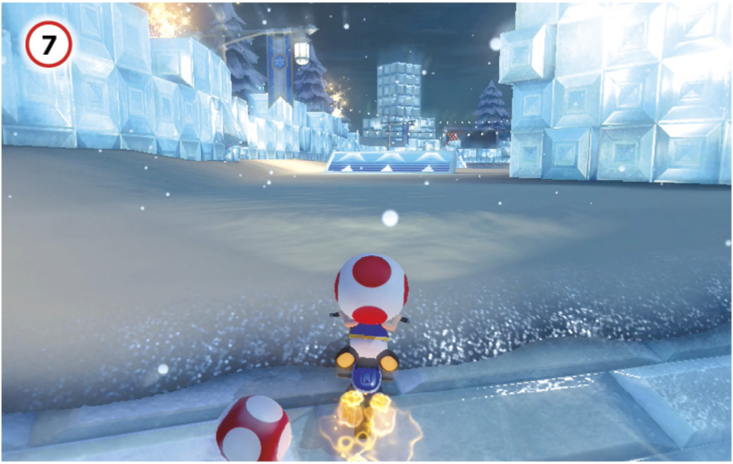
The winding turns just outside of the cave take you through a very wide portion of the track, with plenty of Coins to collect. The large size of the track makes it tough to set up traps or fire shells back at opponents trailing you—there's just too much room to maneuver. Mushrooms can help you cut across the rough snow on the sides of the track.



As you exit the snowy portion of the track, you have three more options in the route you can take to the finish. The most immediately obvious is to drive through the road cones in front of another break in the ice and race underwater around pillars. Continue until you reach a hill that you can Jump Boost off of right in front of the finish line.



You can also take to the ice itself, driving around the breaks in the ice and avoiding the Freezies. This isn't the easiest route to take, nor is it the fastest, when you factor in the icy conditions. There's just a lot more room for bad accidents to happen, especially when items are part of the equation.



The last route requires a Mushroom, but it is the fastest and should always be taken if you're properly equipped. You'll be able to see Coins leading to the shortcut itself, and there's a glide ramp that allows you to fly over any Freezies covering the final straightaway to the finish line.

TIME TRIAL

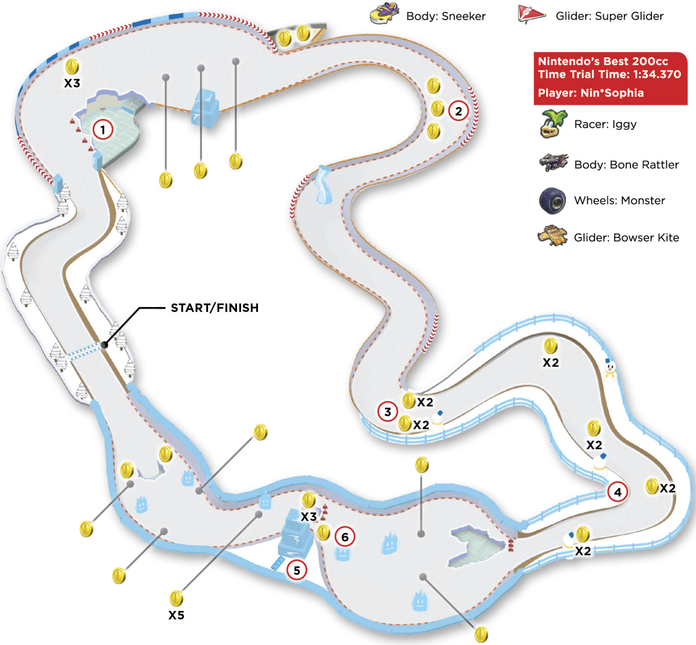
Time Trial Mode

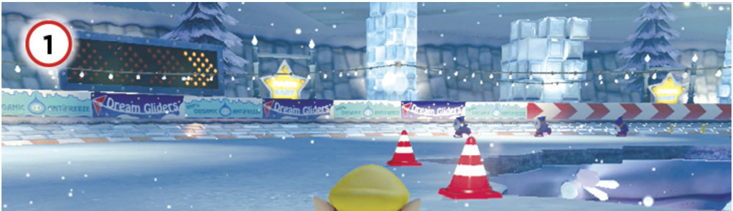
Nintendo's Best 150cc Time Trial Time: 2:20.174
Player: Nin*Fausti

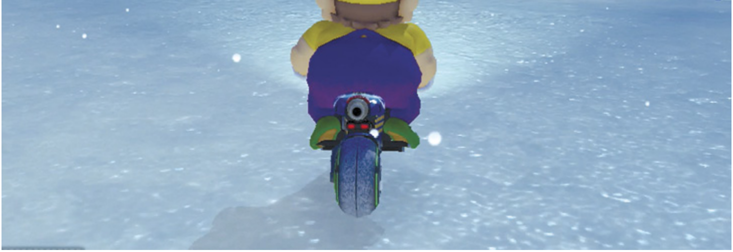
Racer: Lemmy
Wheels: Standard
Body: Sneeker
Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:34.370
Player: Nin*Sophia

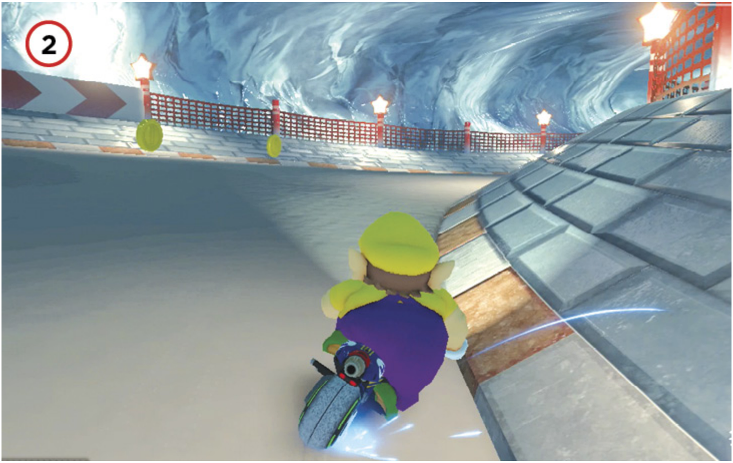
Racer: Iggy
Body: Bone Rattler
Wheels: Monster
Glider: Bowser Kite



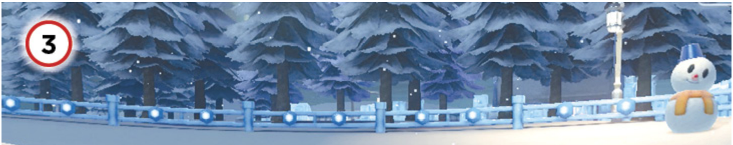


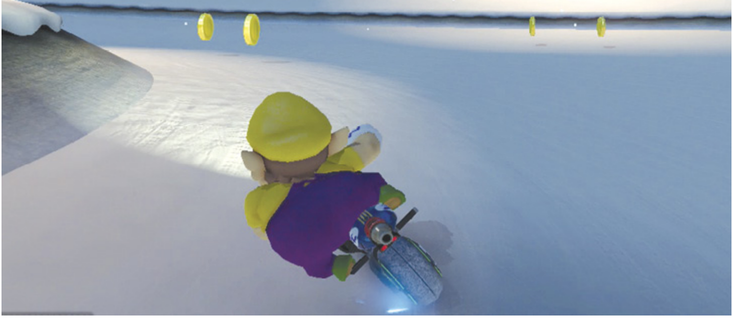


Dropping below the ice for the five Coins in the dash panel tunnel is tempting. It's actually faster to stay on the ice, taking the turn as close to the hole as possible.

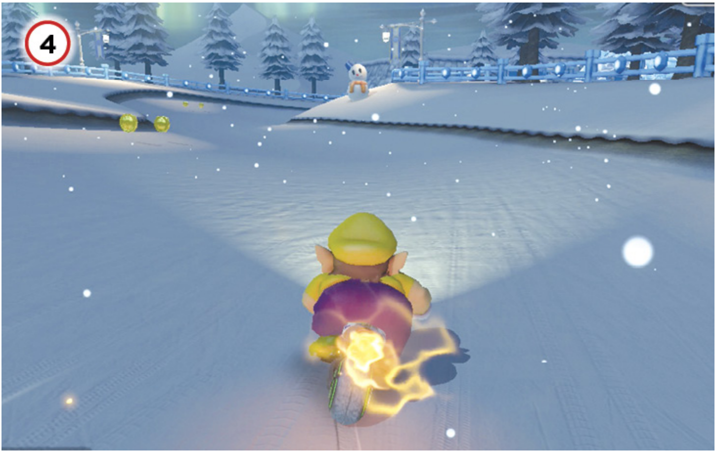


The first turn inside the cave has three Coins you can try and collect while drifting through. However, you might want to consider sticking to the inside of the track.

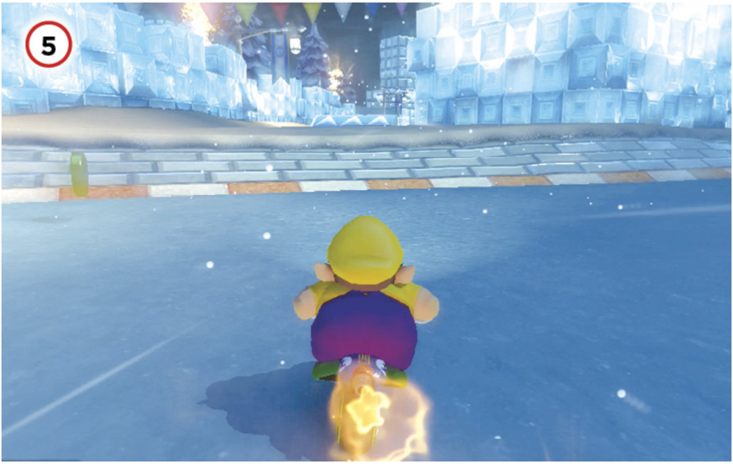




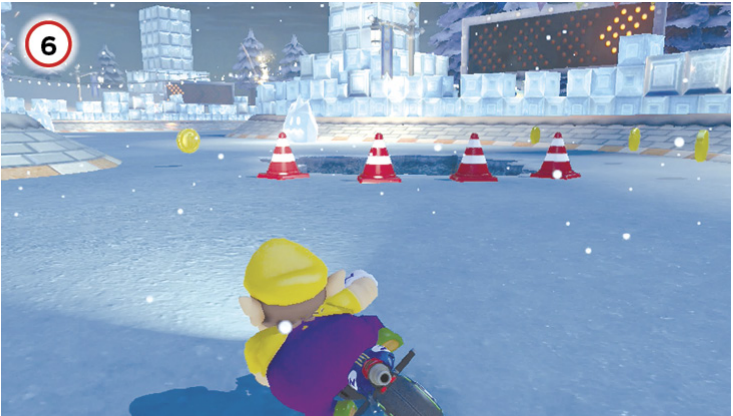
Hug the inside of this turn to snag another pair of Coins as you exit the cave.



As you exit the caves, the wide stretch of road has a number of Coins to collect. More importantly, you can cut the final right turn just before the ice with a Mushroom. As you do this, drift through the thick snow while hugging the wall, and then Super Mini-Turbo back onto the track. When you reach the ice, do NOT go under the ice to race through the water.

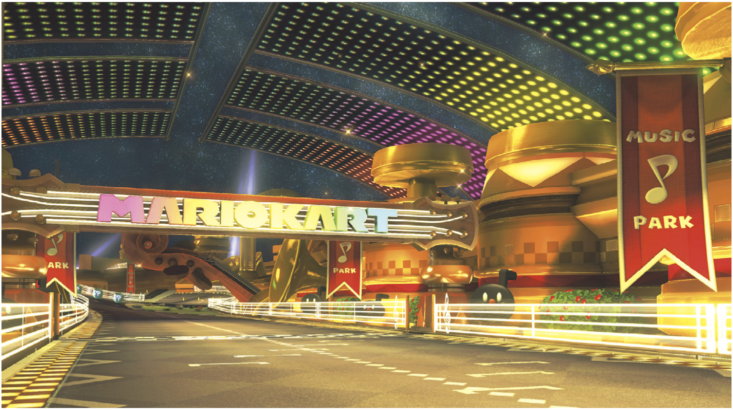


You can use a Mushroom to take this glide ramp shortcut across the snow and head straight for the finish line.



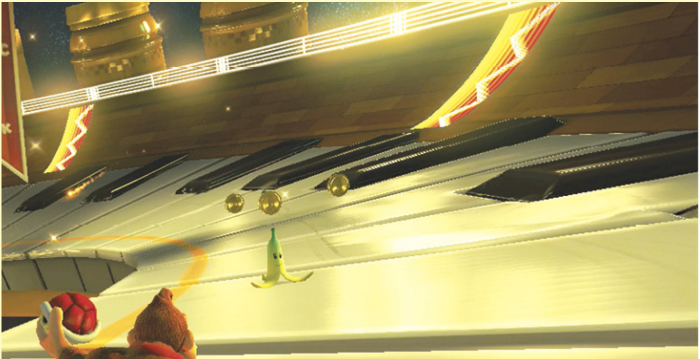
If you've already expended a Mushroom to take the shortcut described at Point 4, stay on the ice, drifting and Mini-Turboing as much as you can, taking the final series of curves as tight as possible.

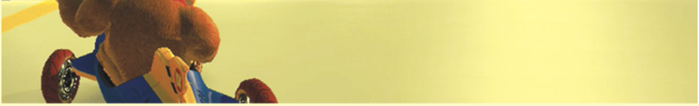
3DS MUSIC PARK



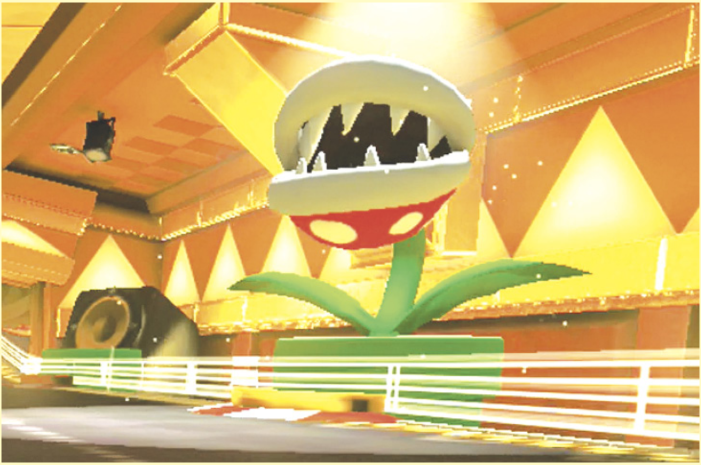
Music Park returns to *Mario Kart 8 Deluxe*! Almost unchanged from its first appearance, Music Park is still a whimsical race course with a soundtrack that changes with every massive piano key and tambourine that racers drift and bounce over. Even the Piranha Plants snap to the beat. Don't get so lost in the music that you forget where you are on the track.

CAUTION: ROADSIDE UNASSISTANCE





Piano Keys: Some of the tough turns on this track are over large piano keys. These “bumps” in the road can be Jump Boosted, but this can also be enough to send you off the track!

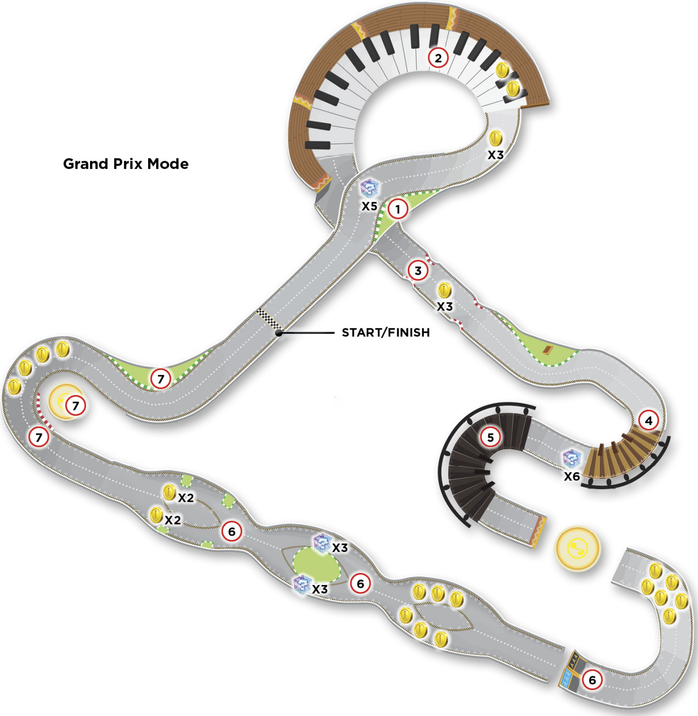


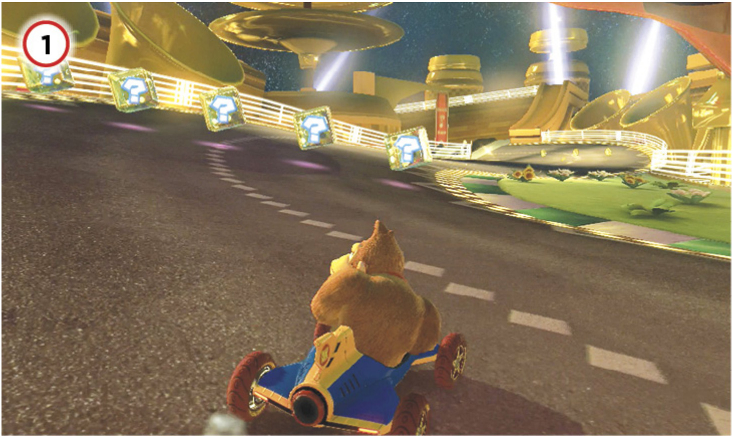
Piranha Plants: Once again, Piranha Plants have decided to make themselves a huge nuisance, chomping to the beat as racers drive past them. Avoid the spotlights shining over these plants unless you have a Mushroom to slip past before the Piranha Plants take a bite out of you.

Bouncing Notes: These enormous notes appear near the end of the course, bouncing to the rhythm and crushing any racers unlucky to be underneath them. You can Jump Boost if you jump at the same time the Bouncing Notes land on the track.

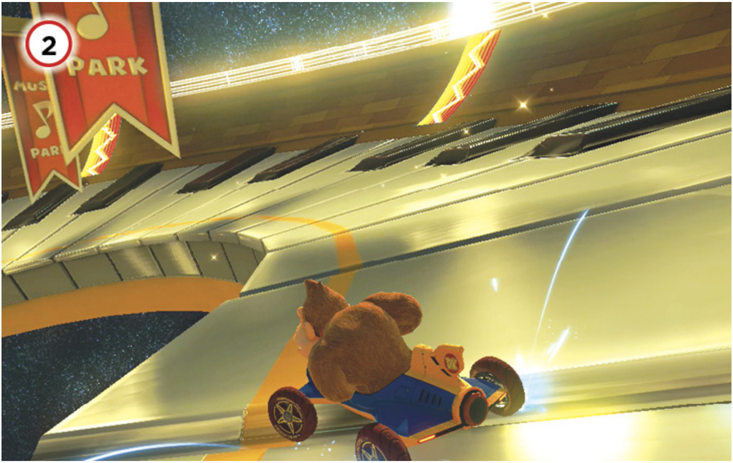
GRAND PRIX

Grand Prix Mode

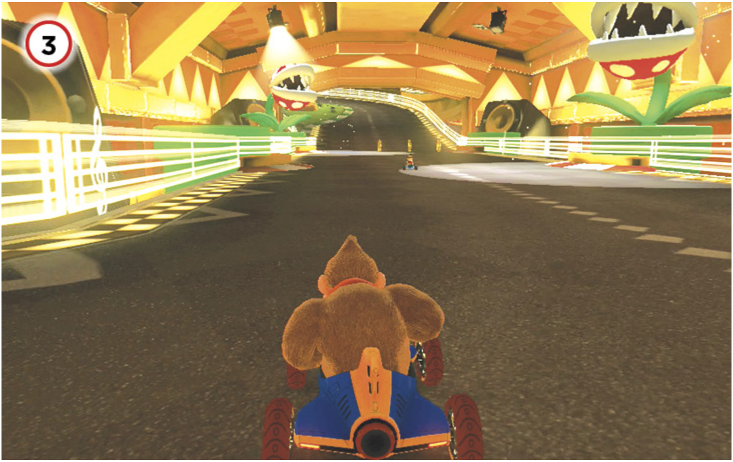




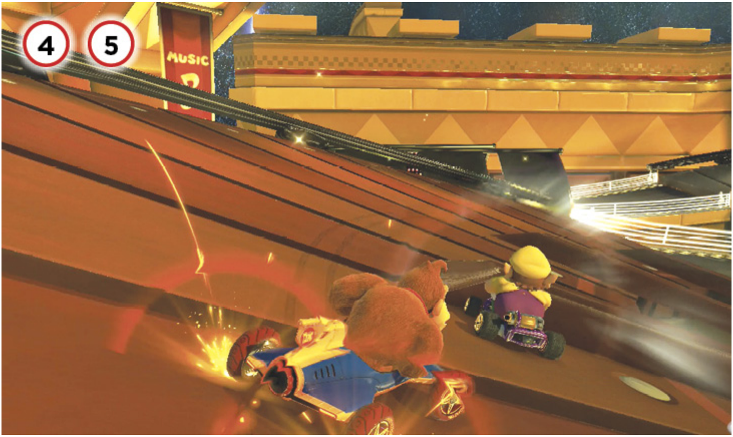
Patches of grass like the one next to the first set of Item Boxes you encounter can be bypassed with Mushrooms. Having one by this point in the race is a rarity, as there is another location where the item is best used. Keep an eye out for opportunities to exploit the grass patches as you race!



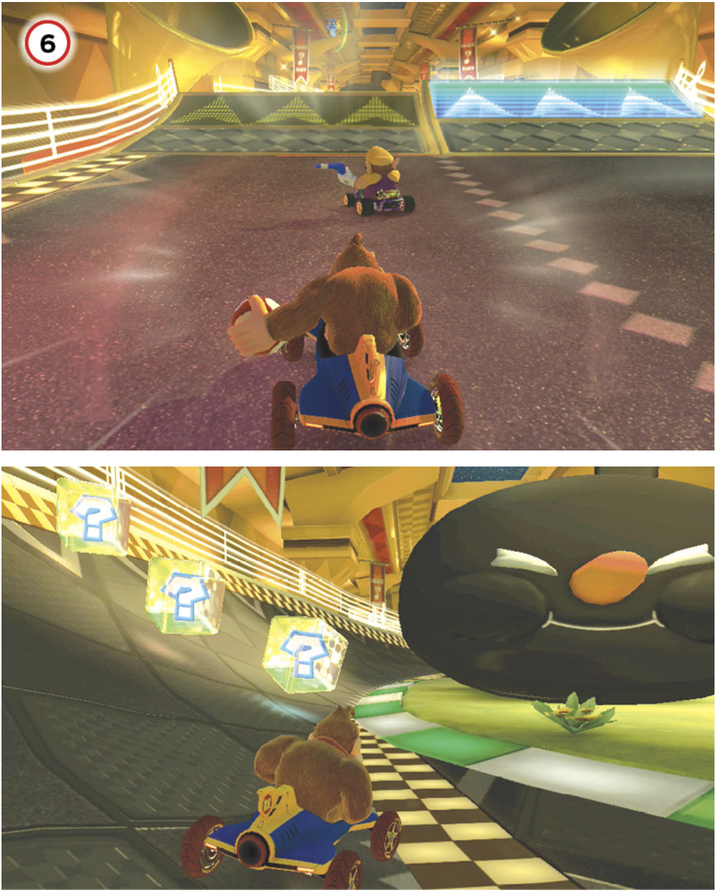
It's tempting to try and drift on the outside of this turn, using the dash panels as opposed to sticking to the piano keys on the inside of the track. Don't fall to this temptation! You're almost always going to be able to overtake any racer that strays to the outside if you stick to the white piano keys. The closer to the abyss you are, the better.



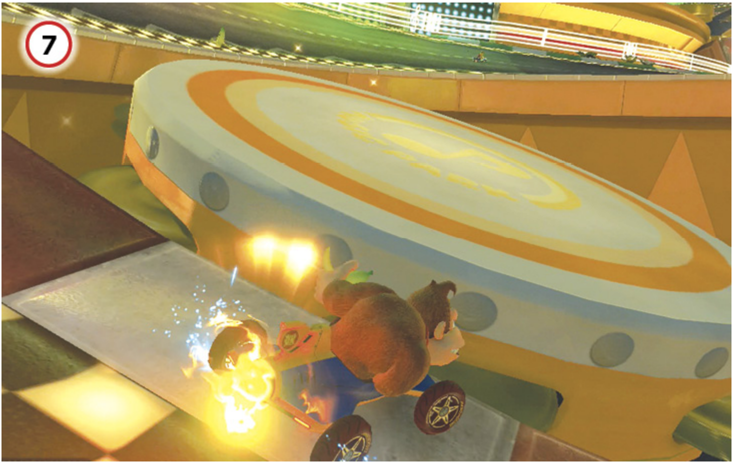
There are four pipes on this stretch of road. At any given time, two are lit up by spotlights, with Piranha Plants waiting for racers to drive into the light so they can take a bite out of them. Avoid the lights entirely, or use a Mushroom to fly past the plants before they can react.



For the next two hairpin turns, you don't necessarily want to be in as tight as possible. Hitting the raised keys will actually slow you down, and Jump Boosting off them can cause you to lose even more speed from a bad landing. In the worst case you might even throw yourself off the track!

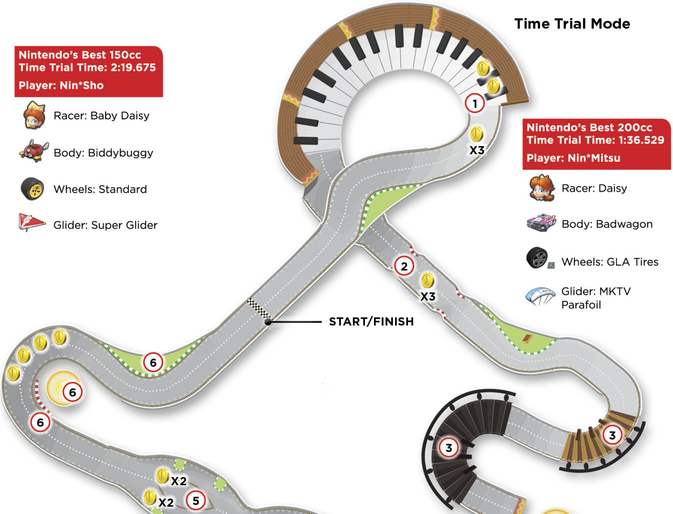


The glide ramp before the Bouncing Notes alternates between locations depending on the background music. While it is tempting to try and stay in the air, you can get more speed by weaving and mini-boosting through the light curves of the track, and you can collect items to help you while on the ground.



This doozy of a shortcut requires you to cut the second-to-last turn hard to the right, jump off a small ramp, bounce off a tambourine and onto a grassy patch facing the finish line, and then boost away with a Mushroom. If you're not equipped to make the best use of this shortcut, do what you can to prevent other racers from making use of it while taking on the final turns!

TIME TRIAL

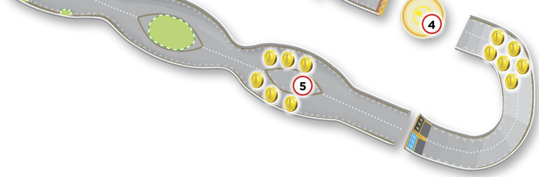


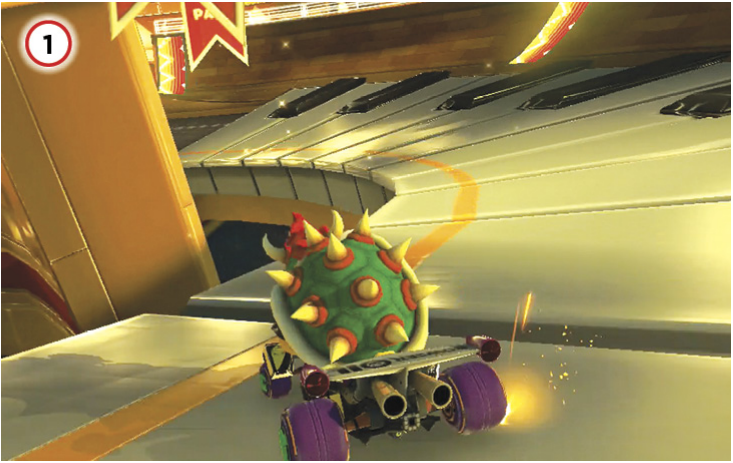
Nintendo's Best 150cc Time Trial Time: 2:19.675
Player: Nin*Sho

Racer: Baby Daisy
Body: Biddybuggy
Wheels: Standard
Glider: Super Glider

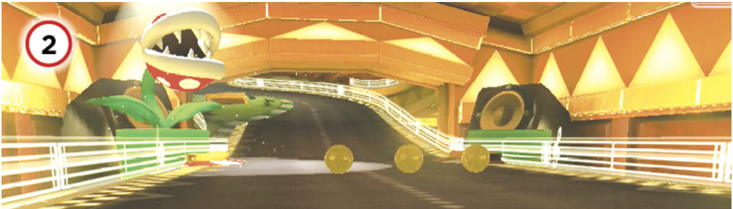
Nintendo's Best 200cc Time Trial Time: 1:36.529
Player: Nin*Mitsu

Racer: Daisy
Body: Badwagon
Wheels: GLA Tires
Glider: MKTV Parafoil

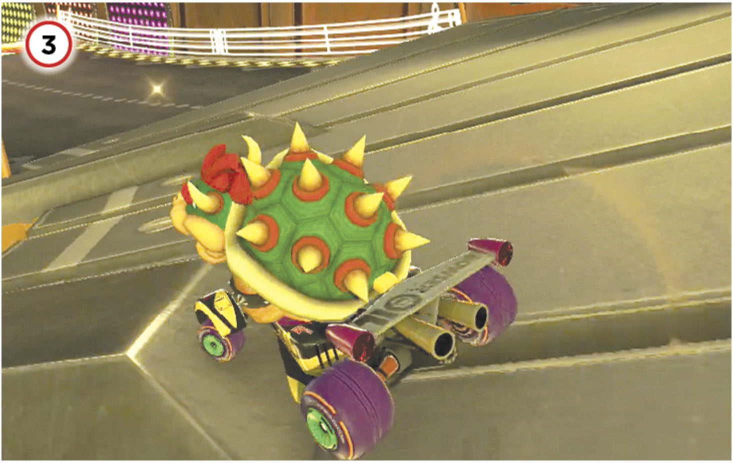




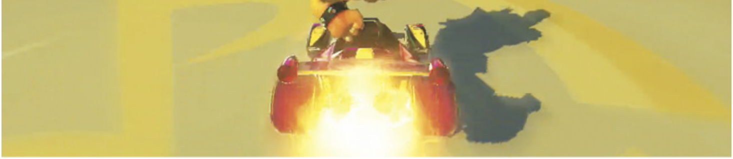
As crazy as it might sound, you'll have to pass up many Coins on the first piano key turn. Drift through it as close to the edge as possible. (See the picture for a good example.) You can collect at least one Coin before this turn on Lap 1, and more are on the way.



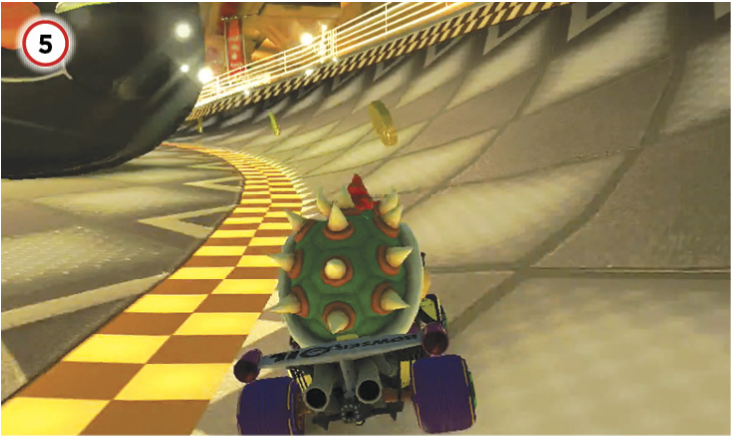
When driving past the Piranha Plants, do not swerve violently out of their way, as this will cost you a lot of speed. Curve yourself around the spotlights gently, collecting a Coin as you squeeze past the baddies.



For the two consecutive hairpin turns with raised piano keys on the inside track, drift through these turns as close to those raised keys as possible, without hitting them.



Crossing the first tambourine on Lap 1, we recommend not actually Jump Boosting off of it. You're still hurting for Coins at this point, so a standard bounce across the gap will give you a better shot at snagging three Coins in one pass. For later laps, go as fast as you can.



When navigating the Bouncing Notes on Lap 1, you can collect at least five Coins in one pass while staying at a pretty good speed.

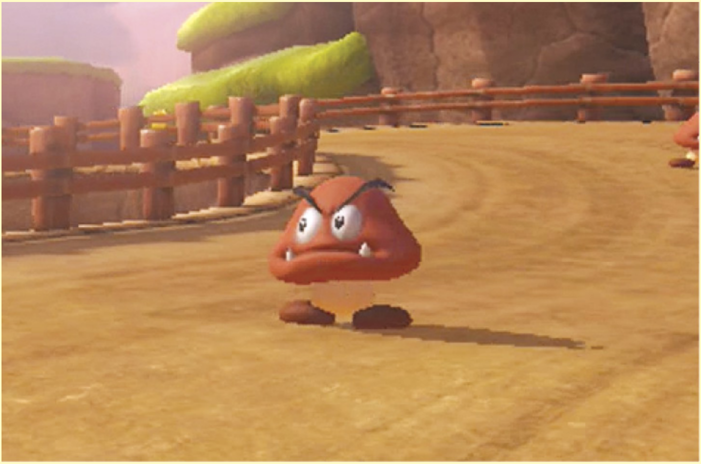
The shortcut near the end of the course is mandatory if you want to have a competitive lap time. Start the final turn early, Jump Boost off the ramp on the inside of the turn onto the tambourine, then Jump Boost away from it onto the grass, and Mushroom across the finish line. Simple to read on paper, but practice is required for perfecting this shortcut!

N64 YOSHI VALLEY

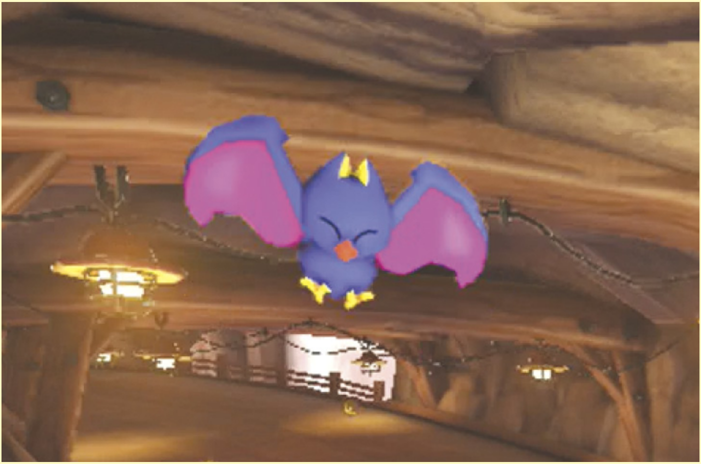
MARIO KART
WILD YOSHI SANCTUARY
WILD YOSHI SANCTUARY

Don't be deceived by the appearance of the Leaf Cup finale! Yoshi Valley opens with a deceptively complex, maze-like design, but it is actually quite simple to push through this maze to quickly get to where you need to go for the second half of the course.

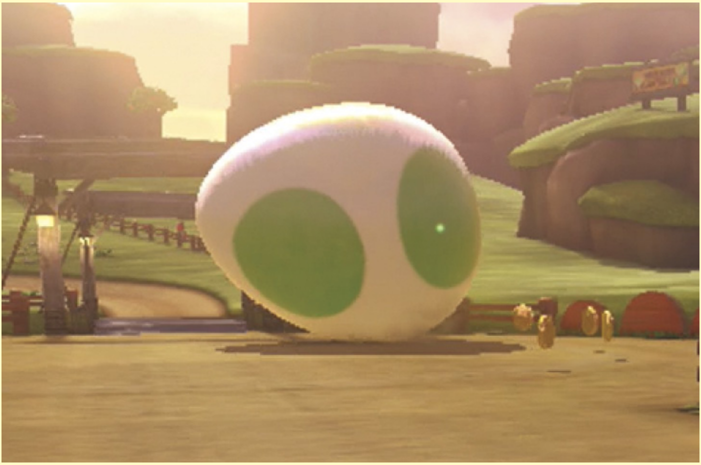
CAUTION: ROADSIDE UNASSISTANCE



Goombas: You've seen these goons before, and they're no different from when you first met them. Weave around them unless you've got the firepower for a more permanent solution!

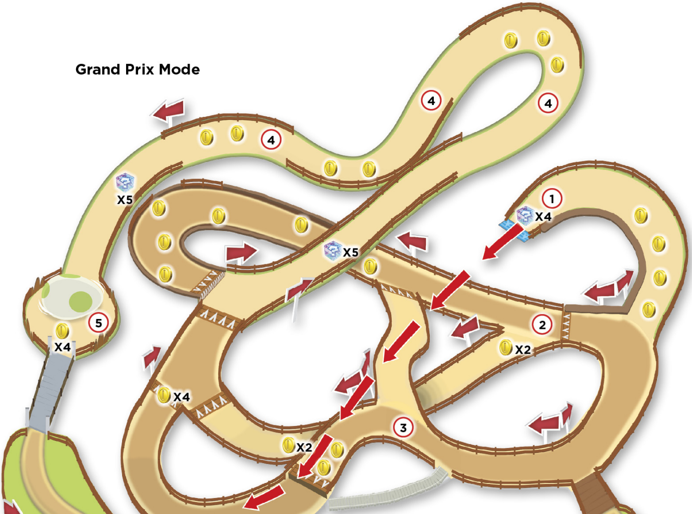


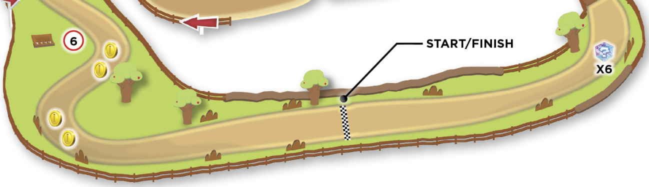
Swoops: These cave-dwellers only appear in one small section of Yoshi Valley's maze-like opening section. They aren't too threatening, but they can fly low enough to hit racers and slow them down.

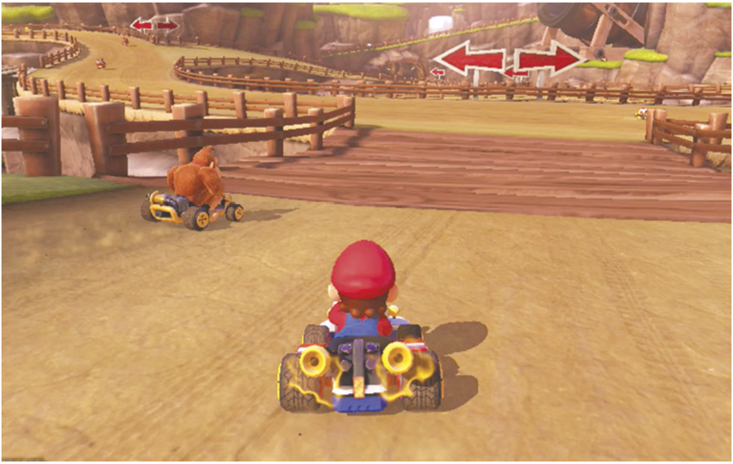


Yoshi's Egg: This enormous Yoshi's Egg rotates around a mesa near the end of the course, acting as a guardian to a bridge you need to cross. Don't let it crush you!

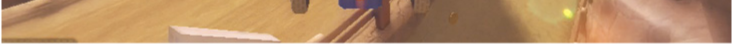
GRAND PRIX



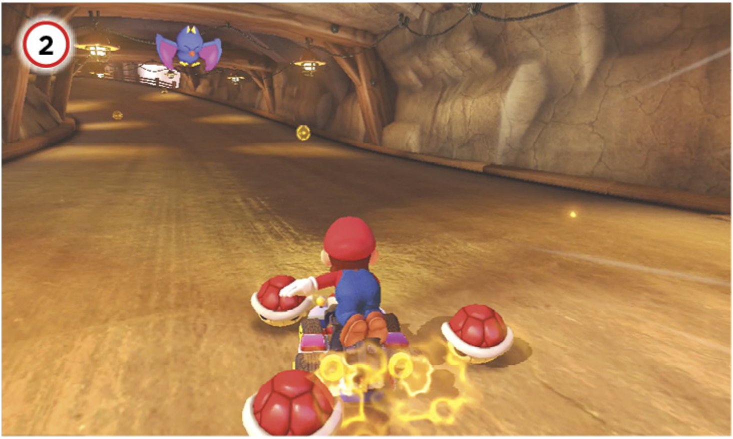




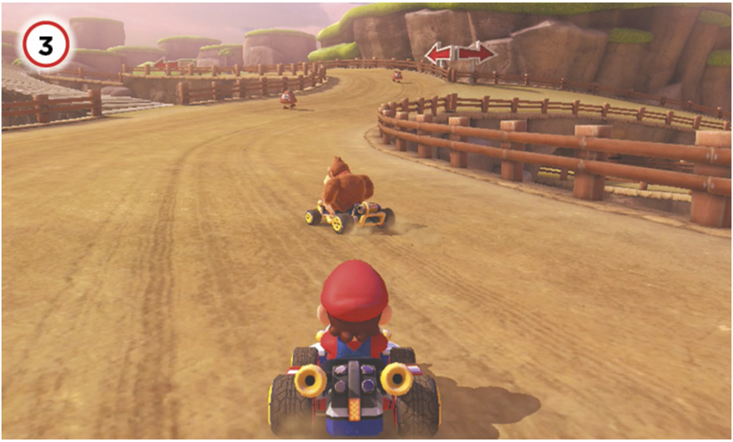
After the first turn, you enter the “maze” of Yoshi Valley, a series of interconnected paths that all eventually lead to where you need to go. Red arrow signs show points where you can choose a different branch in the road. These roadways are much thinner than most of the other parts of the course, so expect some chaos as racers arm themselves with items!



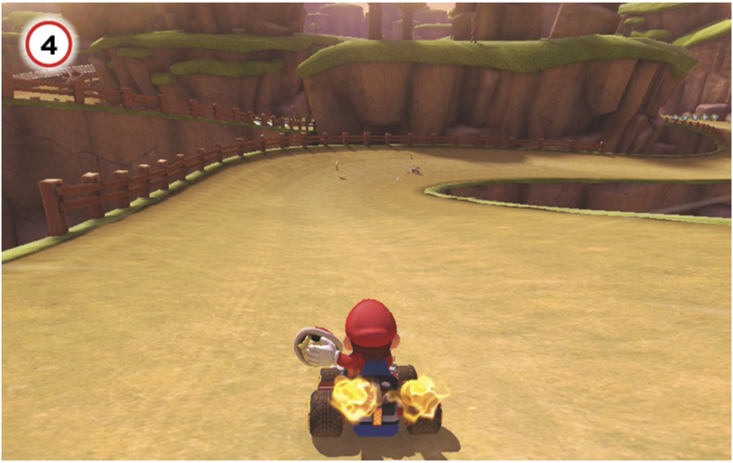
Going right twice takes you to a cannon that will blast you to where you need to go, but ironically this is one of the slowest ways to accomplish this.



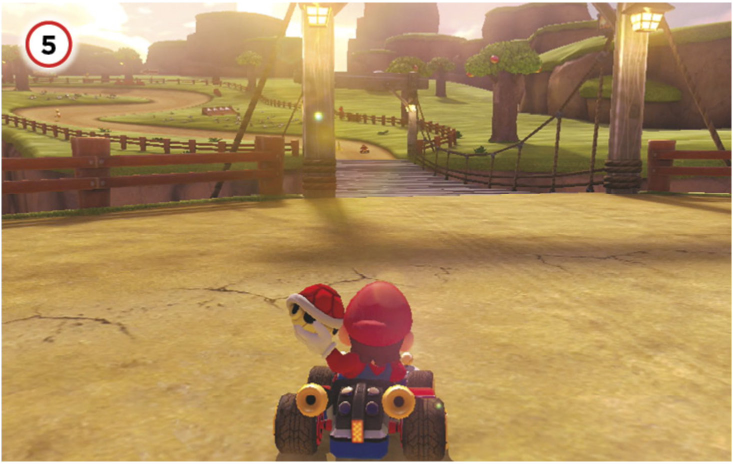
Going right at first toward the cannon, but choosing to make a left as soon as you can and then following this route, will take you into a Swoop-infested cave. As scenic as this route can be, it's definitely not the most efficient! There are some extra Coins to collect for your trouble.



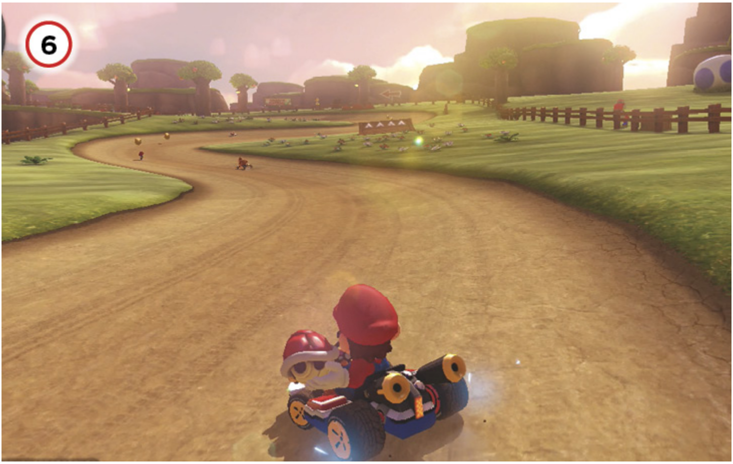
Going to the left and following the track while navigating around Goombas will take you on a direct, and the fastest, path to the next real section of the course. You can also use a small wooden bridge shortly after your first left, though that route is slightly longer despite being more direct in nature.



As you break out of the maze on your chosen route, you'll ultimately end up on a long and wide stretch of curvy road. Watch yourself near the edge of this section of the course, as there is a conspicuous lack of guardrails throughout the area. If you're a heavy racer, definitely try to force your lighter rivals off the course by any means you see fit.



The massive Yoshi's Egg rotating around this mesa is fairly easy to evade. The real problem is the small bridge behind it. It's narrow enough that the right items applied here can make life very difficult for anyone following you.



The final series of turns up a grassy hill can be made much shorter with smart Mushroom use.

TIME TRIAL

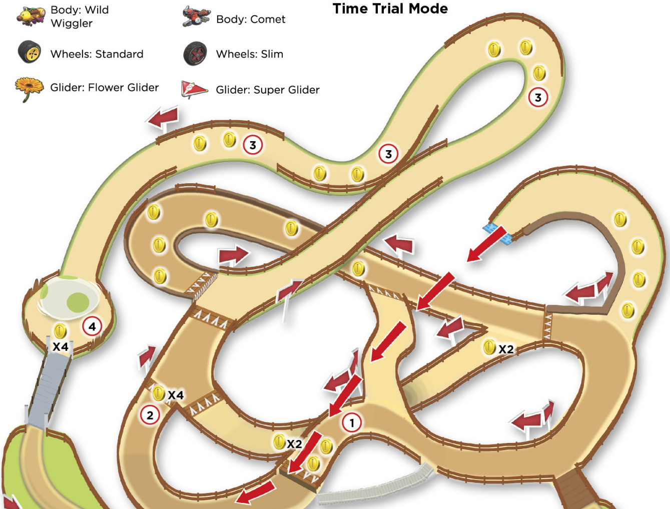
Nintendo's Best 150cc Time Trial Time: 2:23.688
Player: Nin*Mark

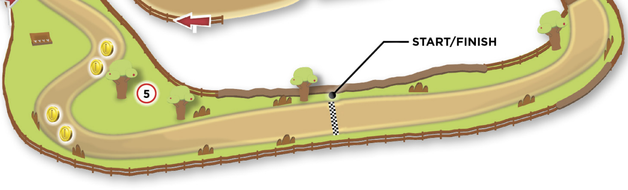
- Racer: Yoshi
- Body: Wild Wiggler
- Wheels: Standard
- Glider: Flower Glider

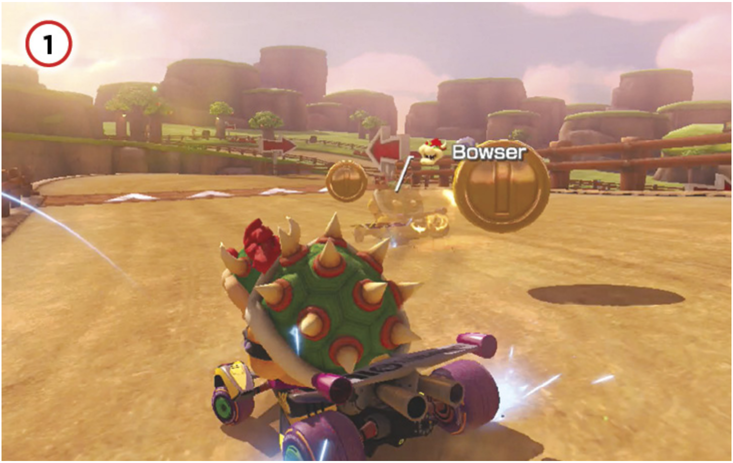
Nintendo's Best 200cc Time Trial Time: 1:35.628
Player: Nina*Yuya

- Racer: Shy Guy
- Body: Comet
- Wheels: Slim
- Glider: Super Glider

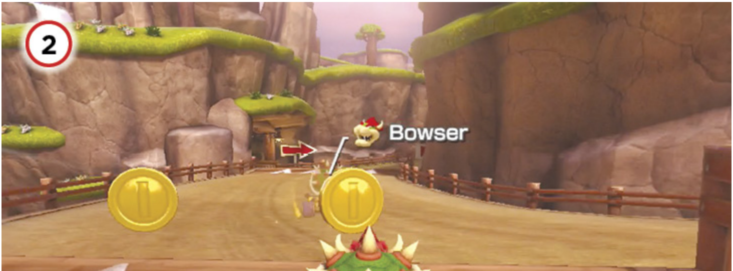
Time Trial Mode



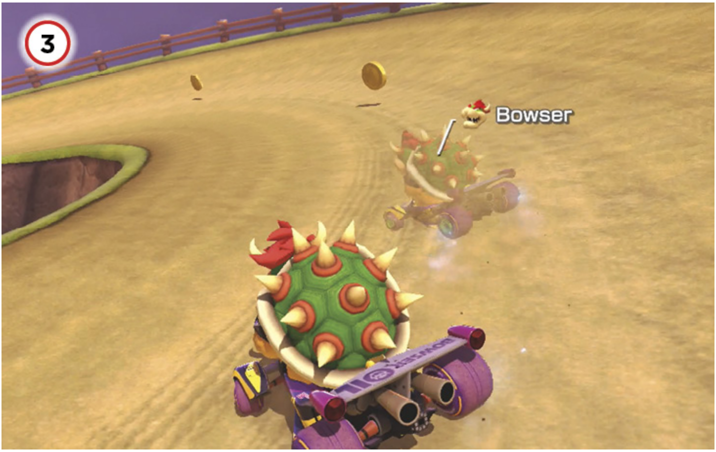


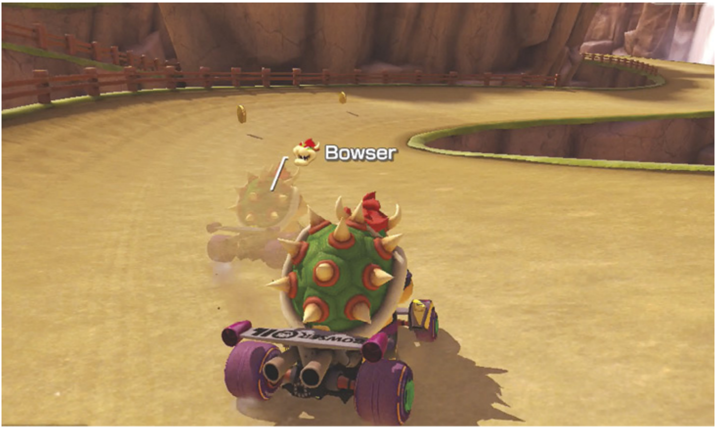


Don’t waste time in the maze! Take the left side routes on every lap. On Lap 1, don’t take the bridge that comes just after your first left turn. Take the path right next to it, slip past the Goombas, and collect two Coins in the process.

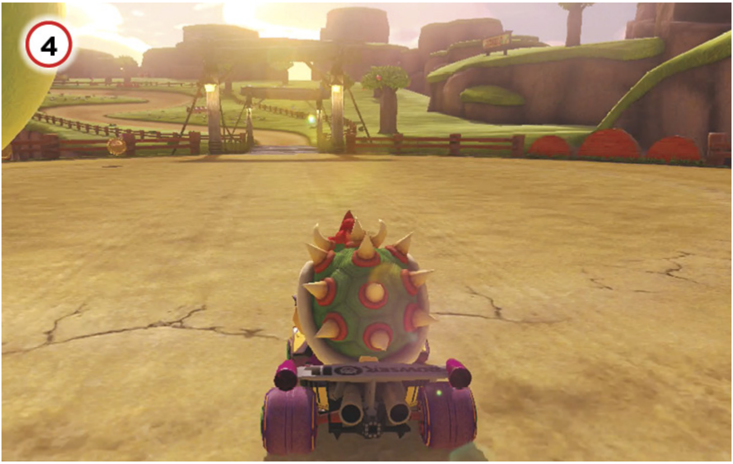


Your third Coin on Lap 1 can be retrieved on one of the final ramps you can Jump Boost from on your way to the second half of the track.

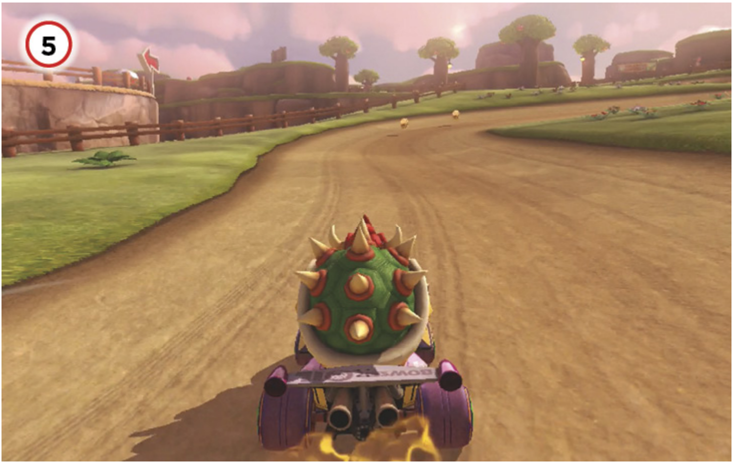




The winding path to Yoshi's Egg has seven Coins to collect. When you finish Lap 1, there should be seven fewer Coins in this section.



If you still haven't grabbed ten Coins by the time you reach Yoshi's Egg, you can snag at least one or two more from the line of Coins chasing the egg.



After the bridge crossing, take the first left, then line up with the Coin pictured here, aiming for the grass beyond it. Mushroom boost across the grass through this Coin, drifting and turning to the left as you go up the hill between a pair of trees. It's a straight shot to the finish from there. This shortcut should be taken on every lap, so save your Mushrooms for it!

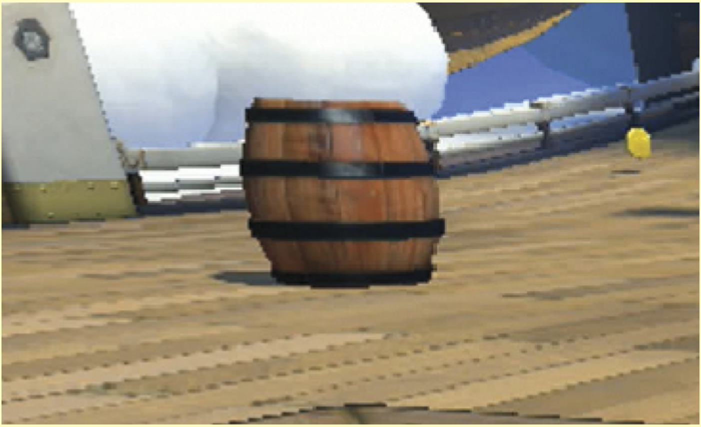
The Tracks

Special Cup

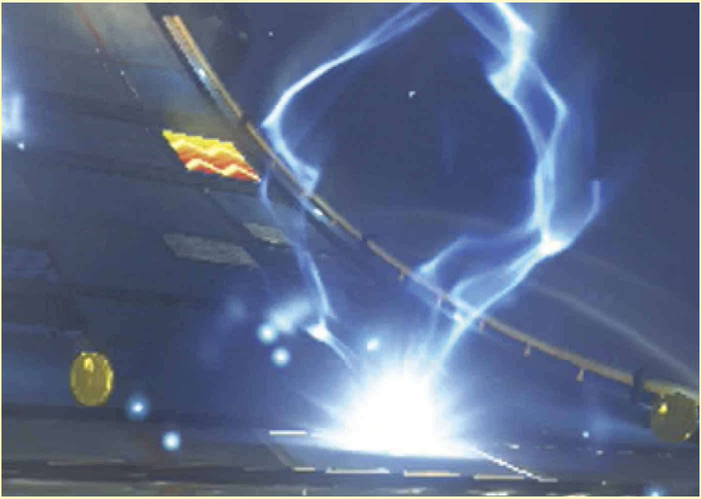
CLOUDTOP CRUISE

The Special Cup opens with a very fast course. Cloudtop Cruise rewards racers who are aggressive in their execution of Mini-Turbos off any turn, and Jump Boosts off of anything that can trigger them.

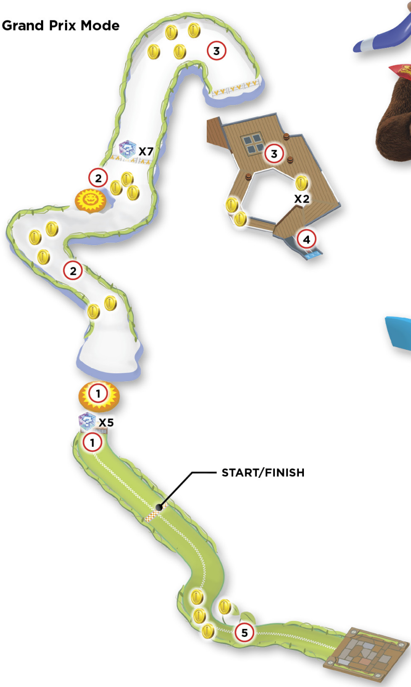
CAUTION: ROADSIDE UNASSISTANCE

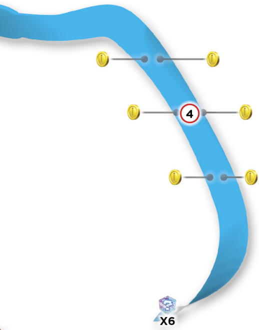


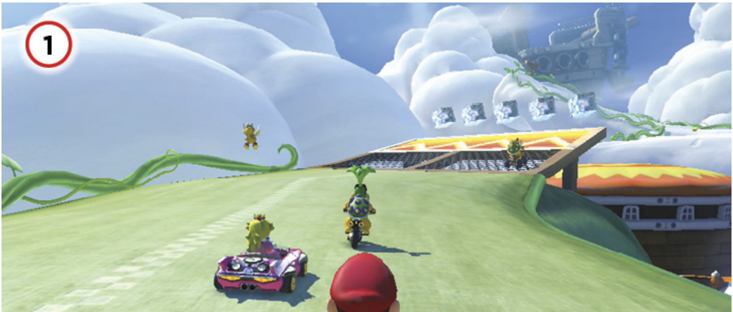
Barrels: Surprisingly sturdy, barrels on the deck of the airship can impede your progress heavily, but can also protect against incoming Red and Green Shells.



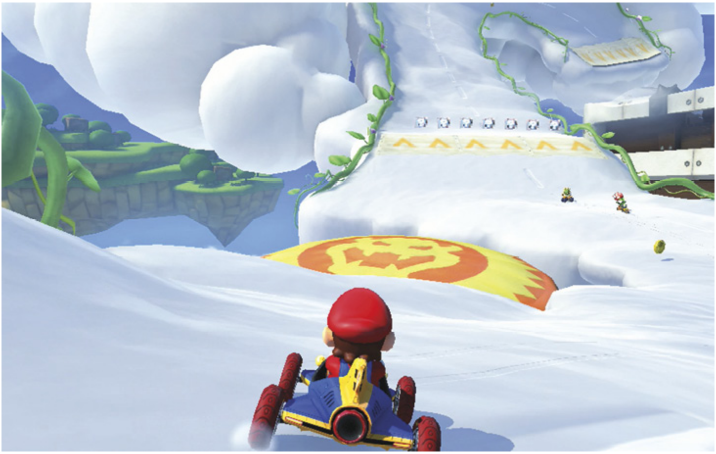
Lightning Strikes: During one portion of the track, lightning will strike alternating sets of dash panels, telegraphed by a glowing light above the panels about to be struck. Avoid the lightning by trying not to drive over those panels.



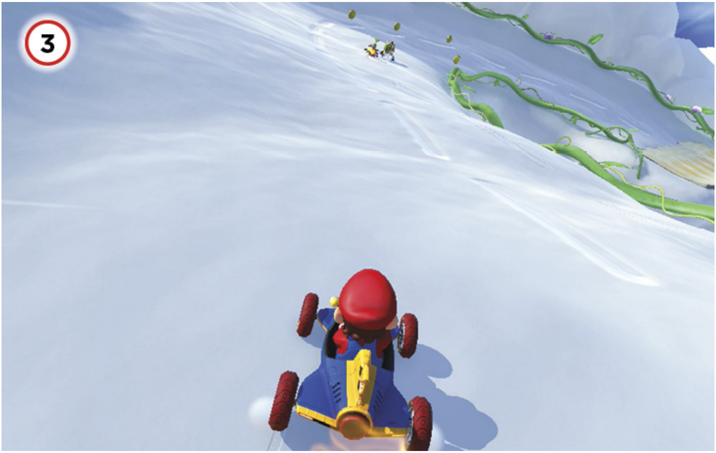


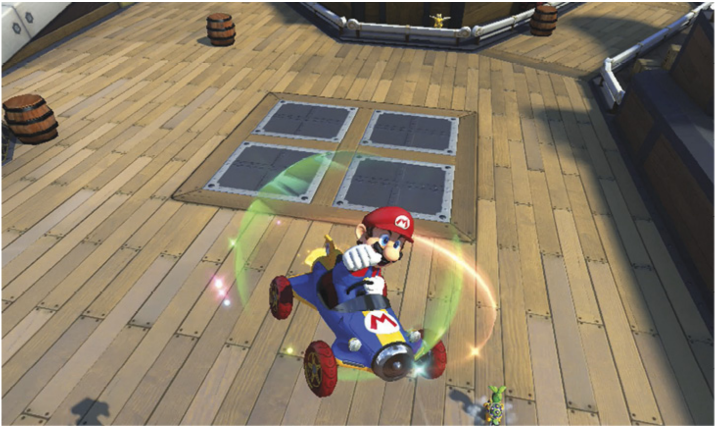


A dash panel ramp launches you onto a bounce pad as the track begins. You can score Jump Boosts both off the ramp itself and the bounce pad.

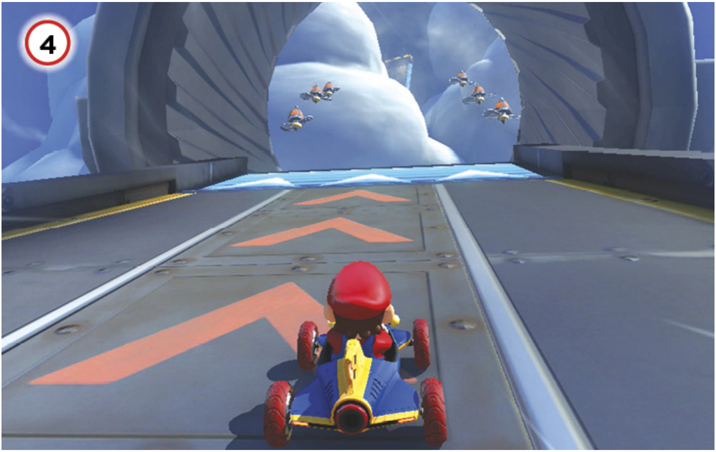


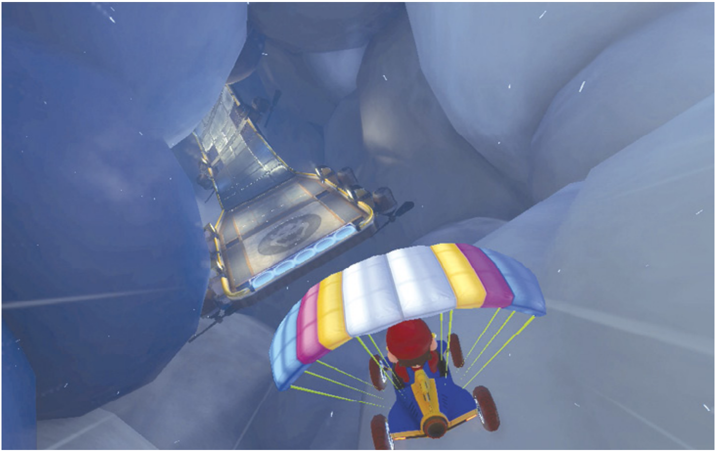
The upcoming turns right after the first bounce pad can be raced through like normal; however, there is another bounce pad that can be used if you take up a proper racing line, aiming for it and the section of track beyond. Scoring another Jump Boost here, and off the ramp that follows, is a good way to stay ahead of the pack.



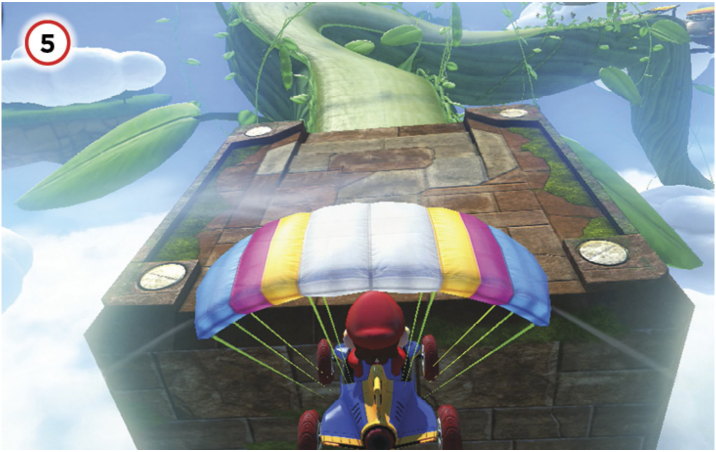


After a sharp right turn, you're dropped onto an airship with two paths around the central propeller. Neither path is particularly faster. Both feature barrels that can slow you down if you don't have the speed or the assistance of items to break through.





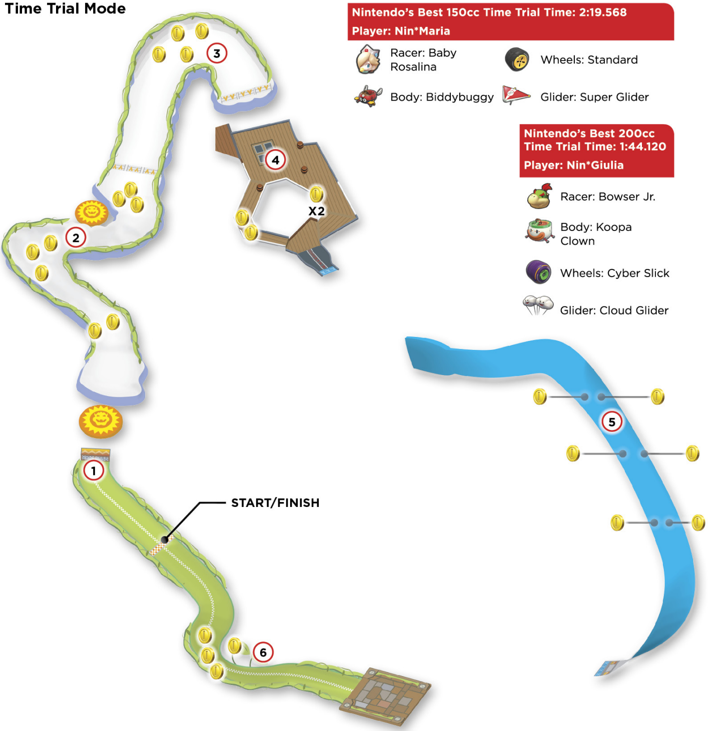
At the bow of the airship is a cannon that shoots you through the clouds to reach another section of the course. Dash panels litter the track, and you want to use these. However, lightning strikes these panels in an alternating pattern. Watch for a strike to start building up so you can avoid that panel altogether.



As you shoot out of the clouds, the final turn leading to the finish line can be seen. More importantly, there's a pair of leaves to the right of the track, suspended in mid-air. You can use these leaves to cut that corner. Be VERY careful using that shortcut if other racers are around. If you're a lightweight racer and make contact with someone heavier, you'll fall into the abyss!

TIME TRIAL

Time Trial Mode



Nintendo's Best 150cc Time Trial Time: 2:19.568

Player: Nin*Maria

Racer: Baby Rosalina

Wheels: Standard

Body: Biddybuggy

Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:44.120

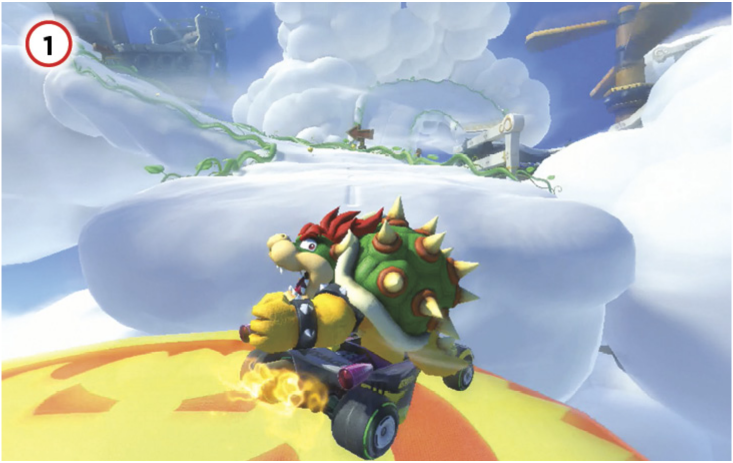
Player: Nin*Giulia

Racer: Bowser Jr.

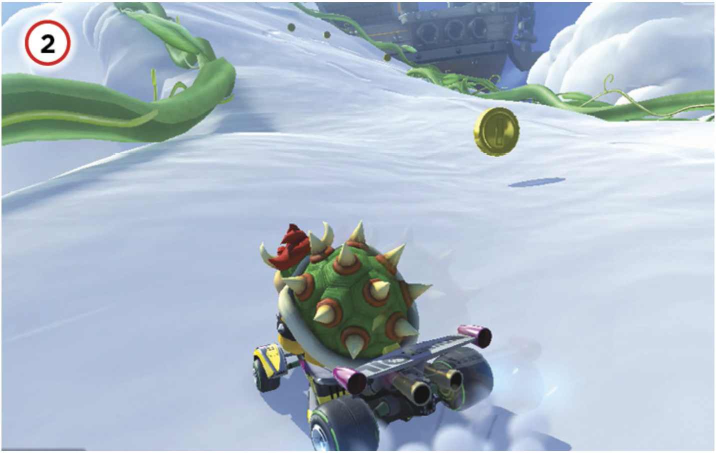
Body: Koopa Clown

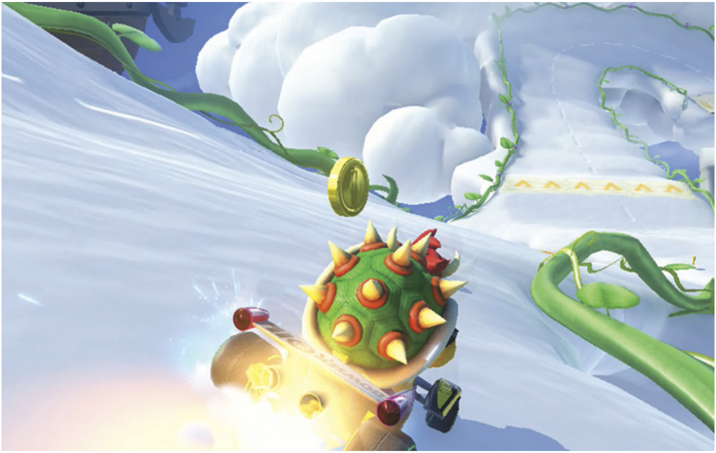
Wheels: Cyber Slick

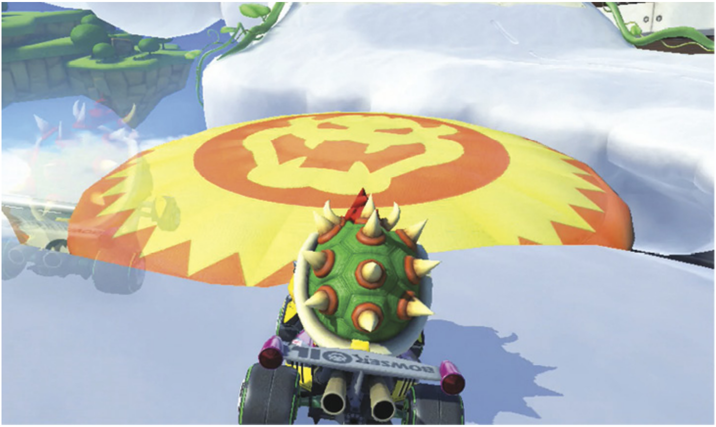
Glider: Cloud Glider



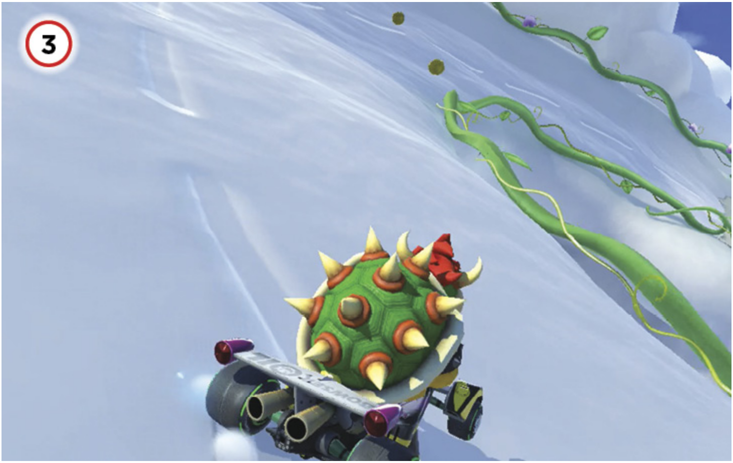
Jump Boost off the dash panel ramp and the bounce pad right after the race starts.



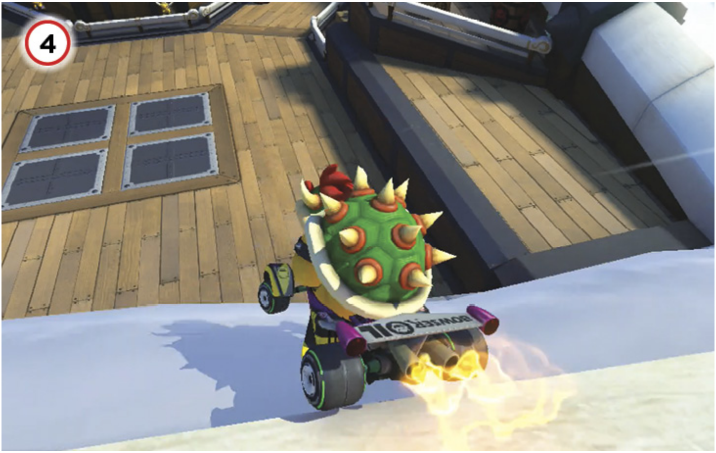


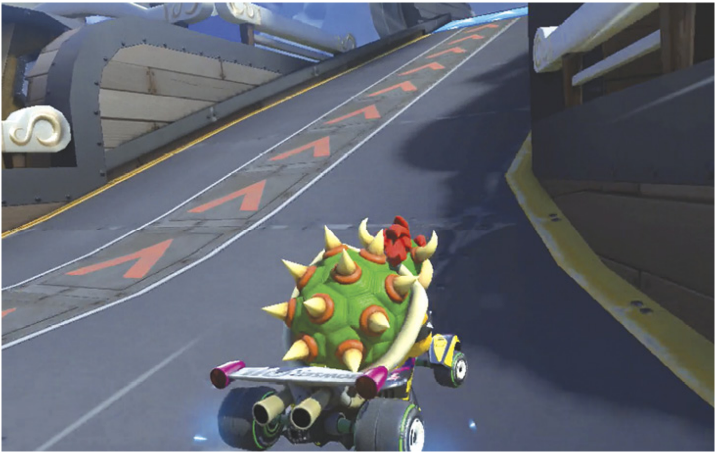


The follow-up S-curve lines you up for the first major shortcut of the race. Collect the two Coins on the inside lines of the S-curve while making tracks for the short cloud ramp that launches you onto another bounce pad. Drift aggressively through the S-curve to try and score Mini-Turbos in between collecting the Coins, and make sure you Jump Boost off the cloud ramp, the bounce pad, and the ramp that you land on beyond the bounce pad.

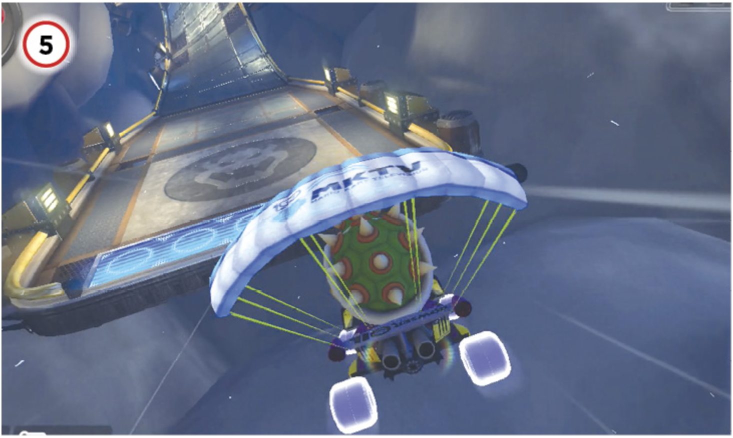


Just past the gauntlet of Jump Boosts is another sharp right. You have a choice of drifting on the outside of this turn to collect three Coins, or cutting the corner close and snagging only one Coin on the inside line. Be sure to Jump Boost off the ramp that follows!

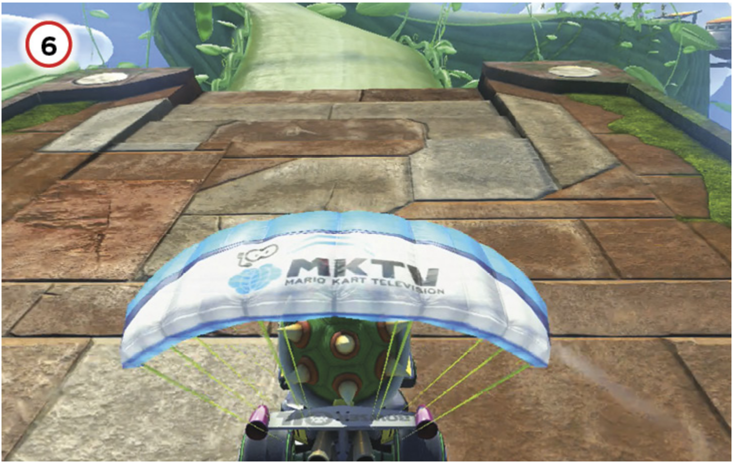




The track split on the airship contains Coins on both sides. For Lap 1, take the right-side split to pick up two more Coins. Drift and Mini-Turbo through this turn, then do a drift and Mini-Turbo hard to the right to launch yourself forward toward the cannon at the front of the ship. For the right route, you can collect one Coin while sticking to the inside line. Take this route for future laps.



After getting launched into the clouds, you must use the dash panels to speed through this section while also avoiding the lightning that strikes them. However, during Lap 1 you'll want to favor the far left side of the track to collect two more Coins. This will cost you some speed as you'll miss dash panels to collect both Coins, but you can make up for this using a Mushroom in between panels. You can use two Mushrooms on Lap 1 to ensure you collect two Coins, saving a third Mushroom for the final lap.

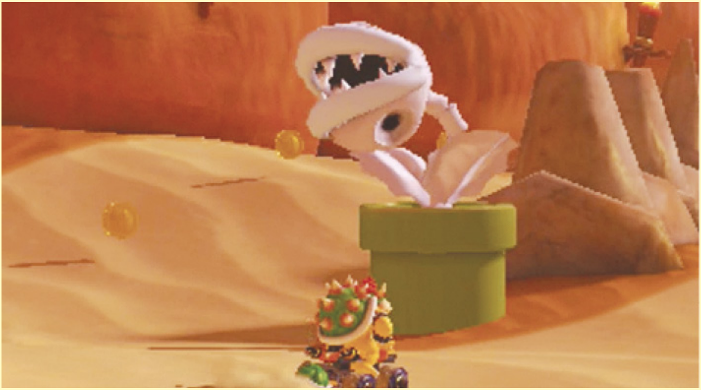


The final shortcut is absolutely required to score top lap times, and contains one more Coin for your trouble. When hopping from each leaf, be sure you Jump Boost, and when leaping from the second leaf, make sure you're lined up with the finish line!

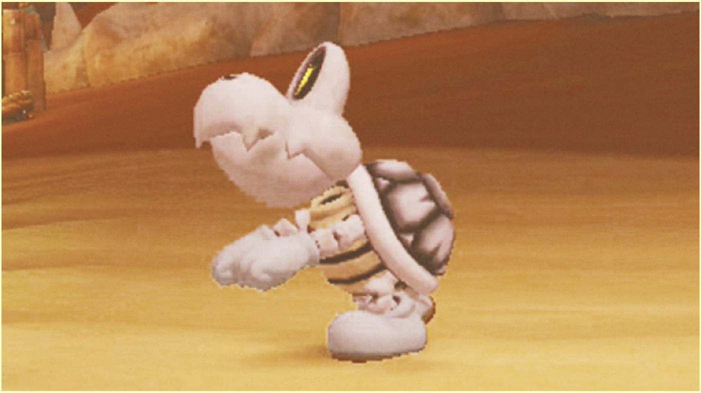
BONE-DRY DUNES

Desert sands and ancient skeletons make up most of this course. When playing in the Grand Prix mode, be on the lookout for heavyweight racers if you're a lightweight character. One wrong bump can send you into a wall, or into the sands off-road, the latter of which takes more time to recover from.

CAUTION: ROADSIDE UNASSISTANCE

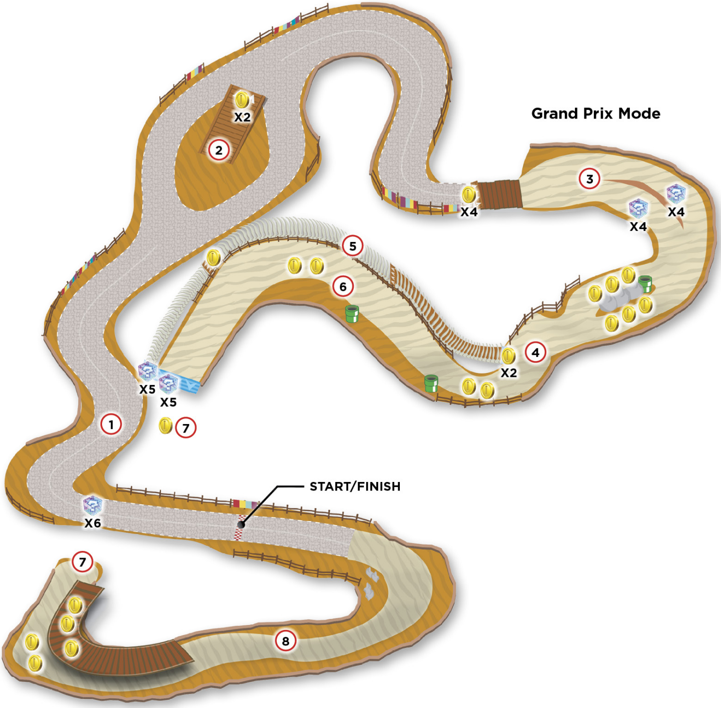


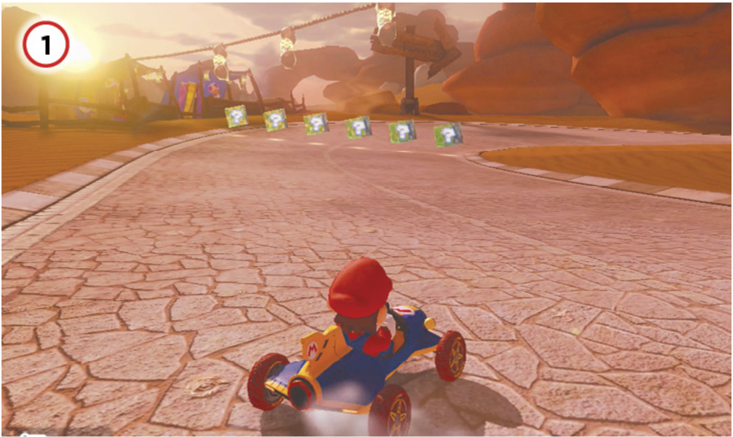
Bone Piranha Plants: Various points of the course are protected by these skeletal monsters. They act the same as other varieties of Piranha Plant. Stay far enough away, and they can't hurt you.



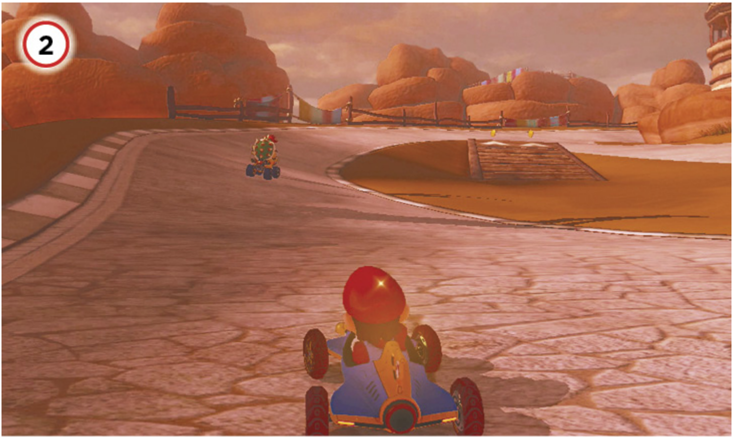
Dry Bones: These former Koopa Troopas serve their master, even from beyond their final resting place.

Grand Prix Mode

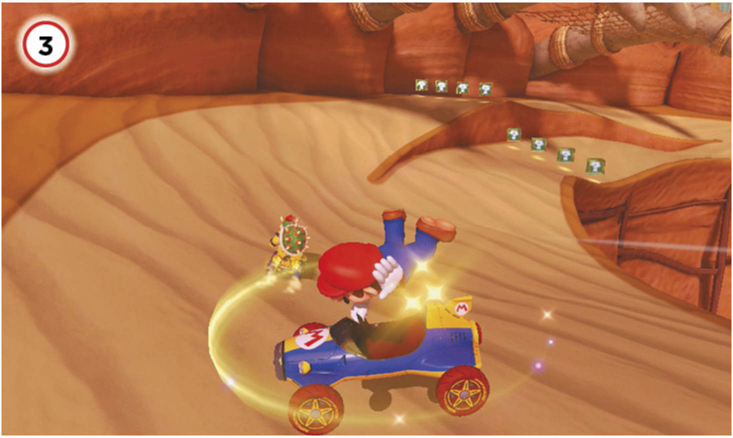




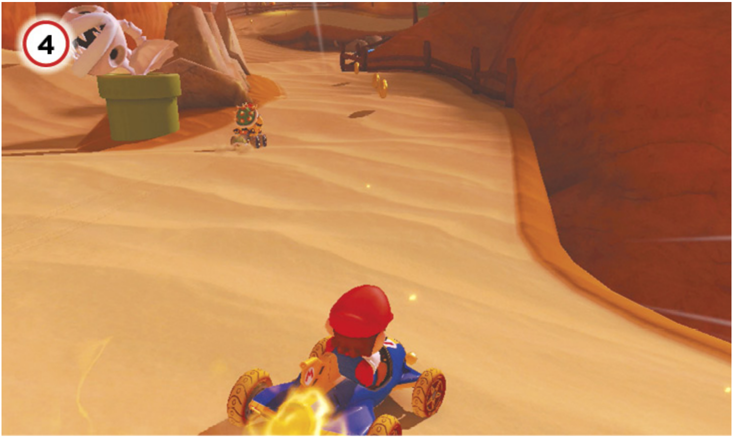
Be aggressive in these opening turns and go for multiple Mini-Turbos. If you're lucky enough to have started at or near the front of the grid, you can reach Item Boxes early to deny at least one or two racers valuable weapons. Spectators in airships will toss Coins onto the track, so be sure to collect the Coins if you're out in front!



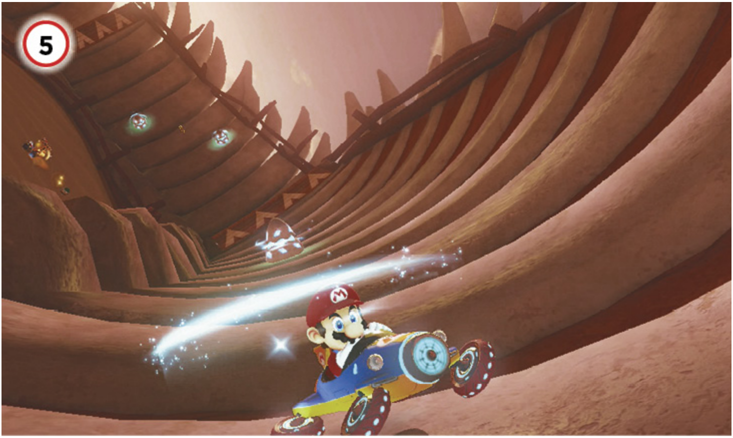
The patch of sand at the center of this oval can be blasted over with a Mushroom. Be sure to Jump Boost off the ramp at the end of the sand!



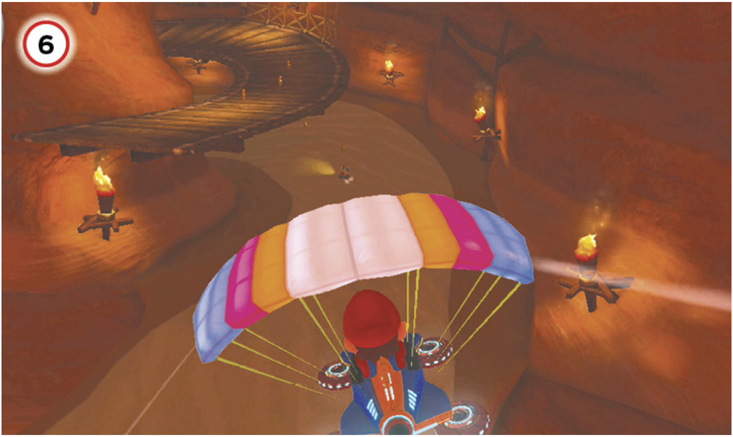
After crossing the bridge, you can choose a lower road or an elevated road. In both Time Trials and the Grand Prix, there's not much call to take the higher road unless the lower route is rendered completely unsafe by Bananas.



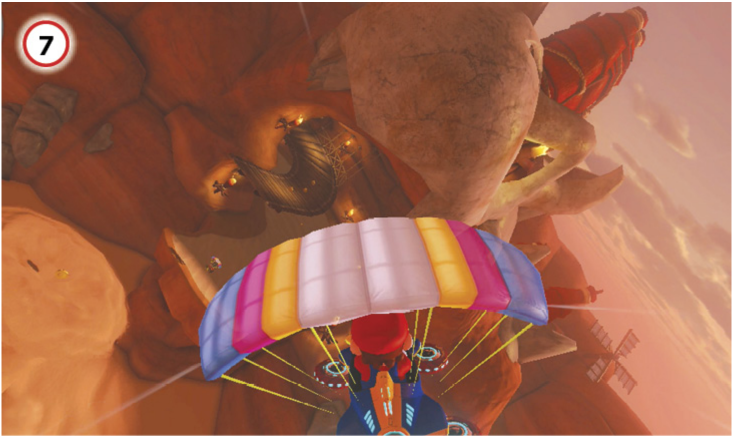
A split in the road protected by a Bone Piranha Plant leads directly to the major decision point of the race. On the right side of the track behind the Piranha Plant you can see an antigravity panel that will take you on one route, while passing that ramp and following the main road leads you to another section of the course.



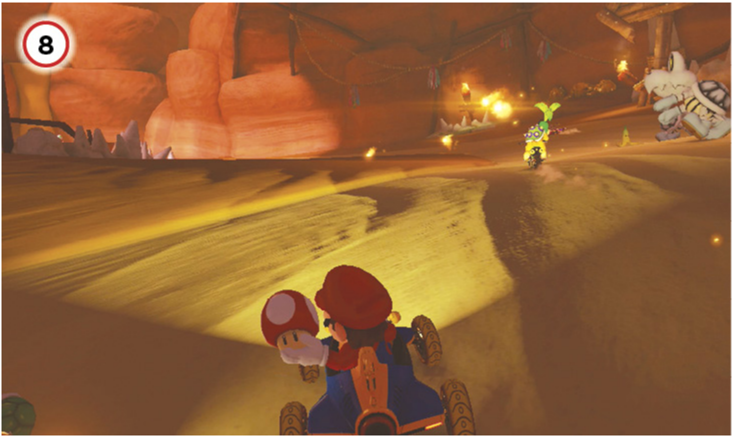
Taking the antigravity panel puts you on a bone road filled with Spin Boost pillars. Take advantage of the speed boosts they can provide, and don't miss scoring Jump Boosts off the ramps here. Eventually a launch ramp will send you flying over a chasm.



The lower route is not quite as fast as the bone road, and is guarded by multiple Bone Piranha Plants. However, with the use of a sand geyser in the chasm following this section of the course, you're in better position to reach a more advantageous route.

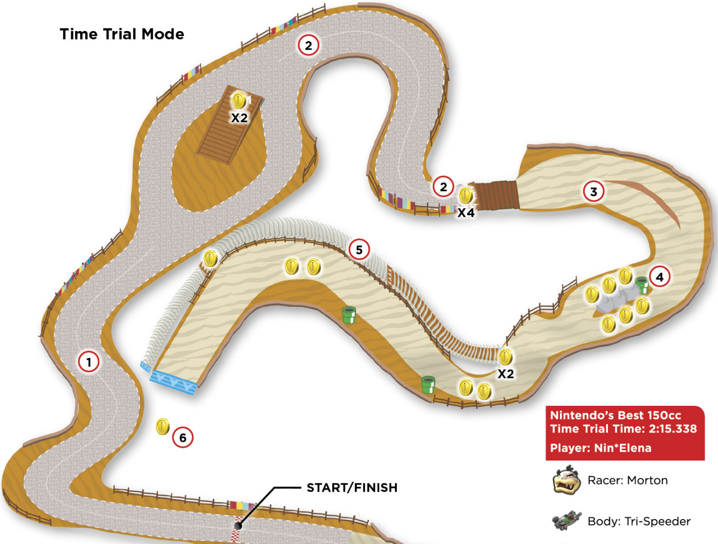


Beyond the chasm is a cave with two routes to drive. The first and most obvious route is the one on the ground level. If you followed the bone road, or get a boost off the sand geyser that spouts at the center of the chasm, you can glide up to the upper route.



The lower route in the cave is protected by a trio of Dry Bones. If you have a Mushroom, you can bypass the Dry Bones and a good chunk of the last turn toward the finish by rocketing off-road to the left of the Dry Bones, aiming toward the finish line. Watch out for obstacles off-road that can slow or stop you when using this shortcut!

TIME TRIAL

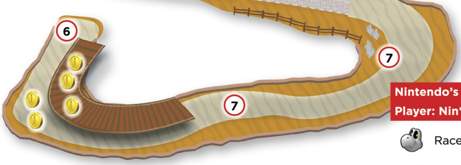

Time Trial Mode

Nintendo's Best 150cc Time Trial Time: 2:15.338

Player: Nin*Elena

Racer: Morton

Body: Tri-Speeder



Wheels: Monster

Glider: Super Glider

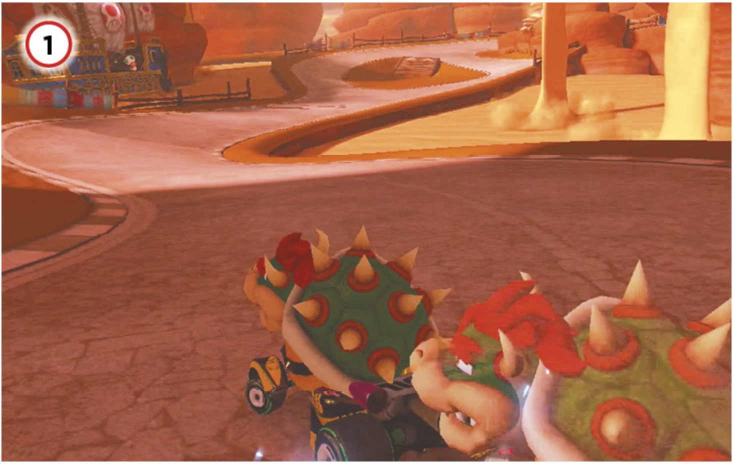
Nintendo's Best 200cc Time Trial Time: 1:39.330
Player: Nin*Pavel

Racer: Dry Bones

Wheels: Wood

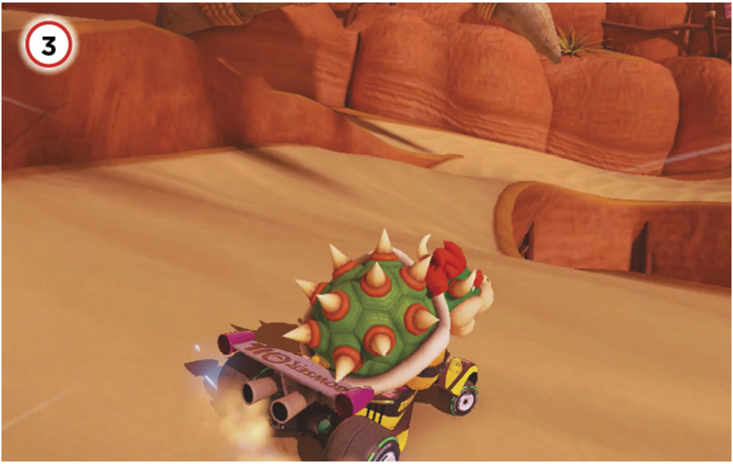
Body: Pipe Frame

Glider: Plane Glider

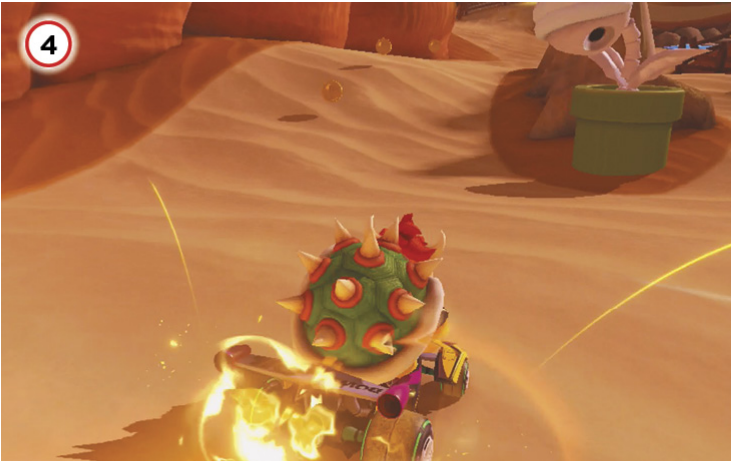


Drift and Mini-Turbo through the opening S-curves. As you approach the split in the track on Lap 1, airship passengers will toss three Coins onto the approach to the left track. On Lap 2, three more Coins will be tossed onto the approach to the right track.

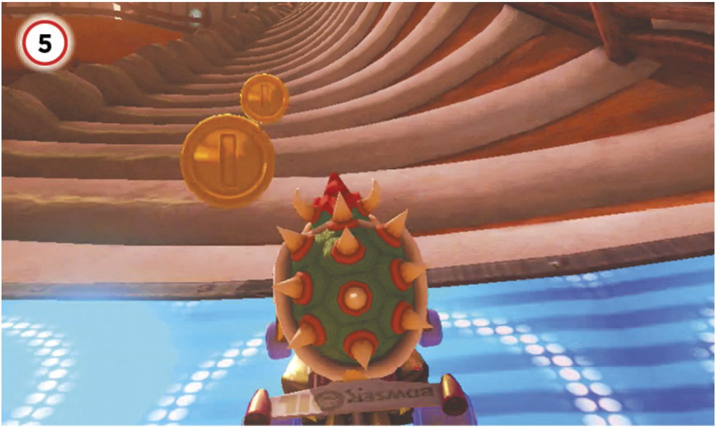
After the split tracks rejoin, you have a hard right turn, followed by a hard left. The left leads into a ramp you can Jump Boost from over a bridge. You can collect at least one Coin from this ramp, through we recommend sticking to the right side of the bridge jump if possible, to better line you up for the next turn.

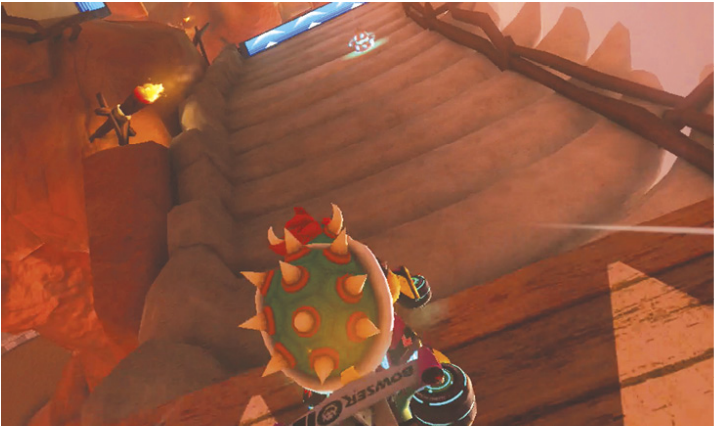


After the bridge jump, the track splits again into upper and lower routes. Take the lower route and stick to the inside of the turn as best you can!

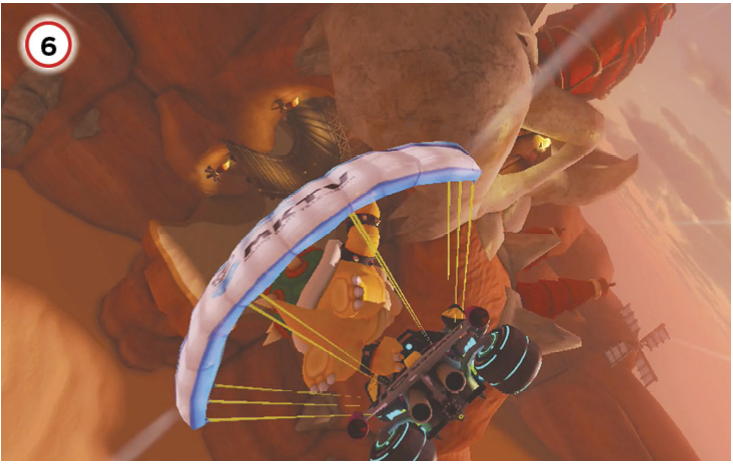


The track splits again shortly after the first split, this time with a choice to go left or right around a Bone Piranha Plant, each path with three Coins to collect. The inside route is slightly faster, but it is much harder to make the right turn onto the antigravity panel for the next course section. The outside route works best both for collecting Coins and aligning for the antigravity panel.

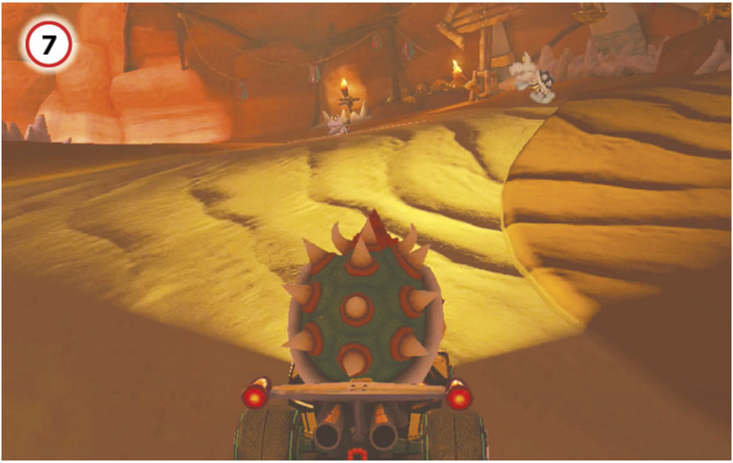




The next track split isn't even an option: the antigravity panel will take you on a section of the course with multiple Spin Boost pillars for additional speed boosts. If you stick to the center of this route, you can collect three Coins and hit most of the pillars with the sides of your vehicle.



As you fly across the chasm from your wall ride, you can still aim to reach the upper route if you launch from the far-right side of the glide ramp. The turn is much easier from there, and allows for a Jump Boost. If it looks like you're not going to make it, dive for the lower route and get ready for a very sharp left turn.

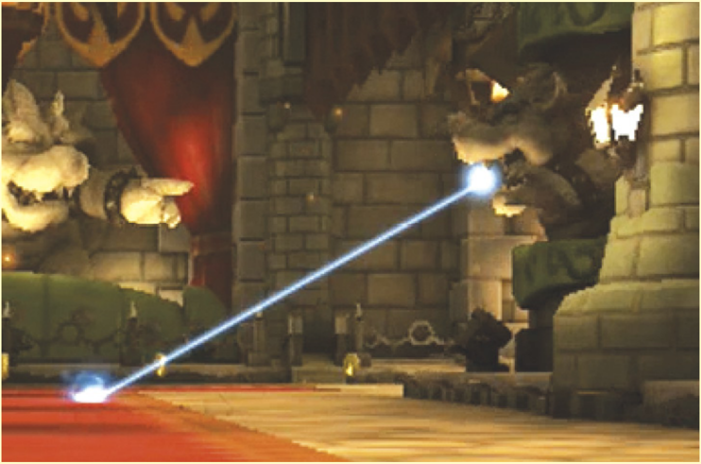


The upcoming stretch is guarded by two Dry Bones. Avoid them, and line up for this final shortcut between two bone piles to the left of the course, using a Mushroom to keep up your speed. This'll help bypass the final turn and put you on a straighter line for the finish!

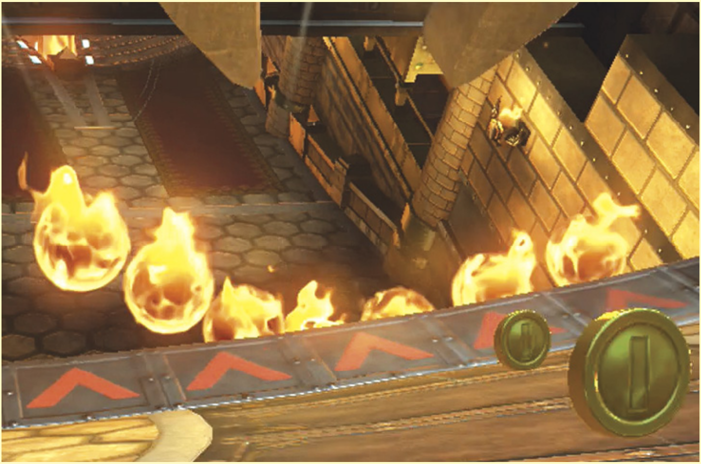
BOWSER'S CASTLE

As one would expect of Bowser, his castle is filled with all manner of obstacles meant to interfere with plucky plumbers and kart racers alike. Higher-difficulty races through this course can be extremely challenging, as you'll be fighting the course almost as much as you'll be fending off the items from other racers!

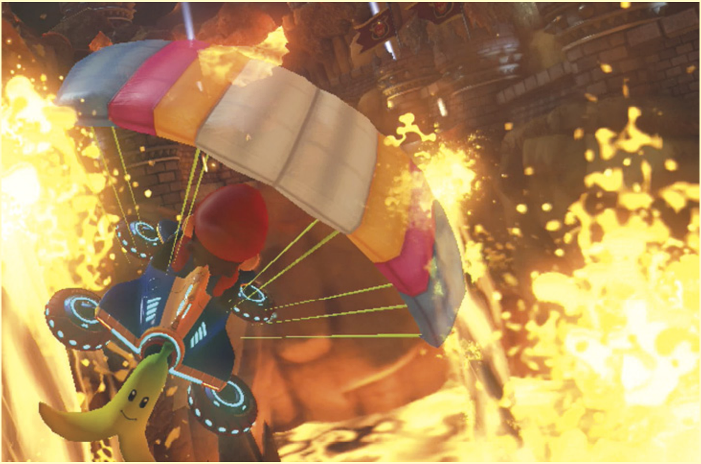
CAUTION: ROADSIDE UNASSISTANCE



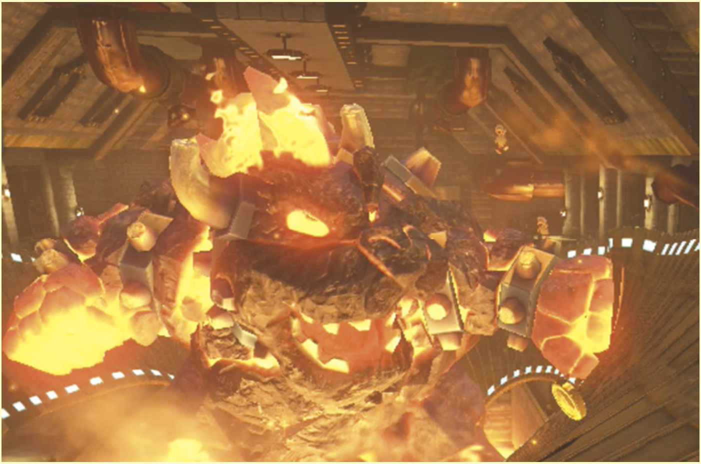
Laser Statues: While not active during Lap 1, the last two laps activate Bowser statues that fire lasers onto the track.



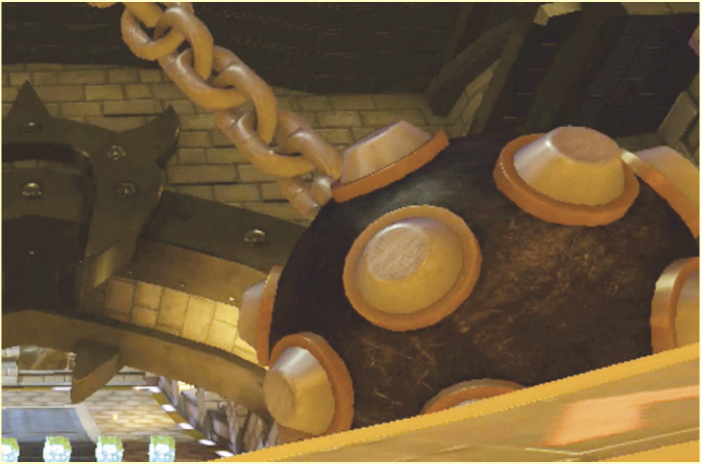
Fire Bar: Certain gaps and sections of the track are protected by rotating fire-chain traps. Anticipate where the fire chains will be and position yourself to drive where they won't be.



Lava Geysers: The last major jump of the castle is over a chasm where lava geysers will shoot up from the depths. Pay attention to your height and avoid contacting them!



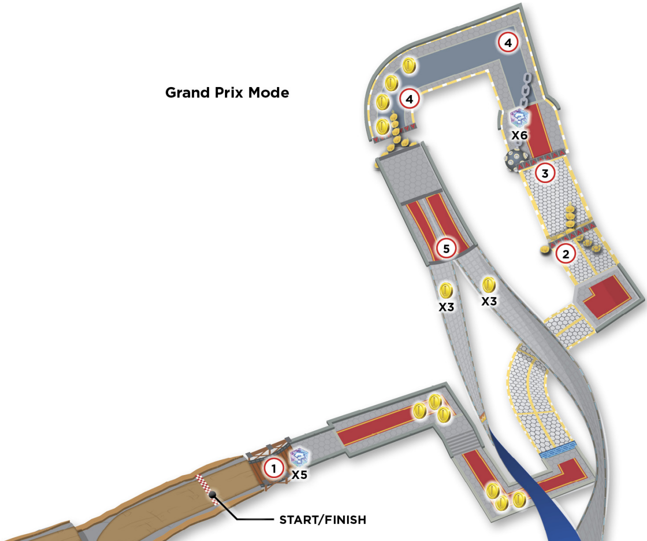
Bowser Monument: This massive centerpiece monument is alive! It punches at the course, sending shockwaves through the track.



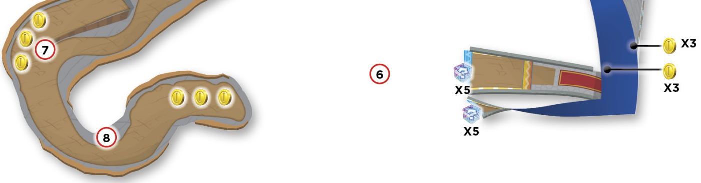
Ball and Chain: The ball and chain swings over gaps. If you hit the ball head-on, you'll be brought to a halt!

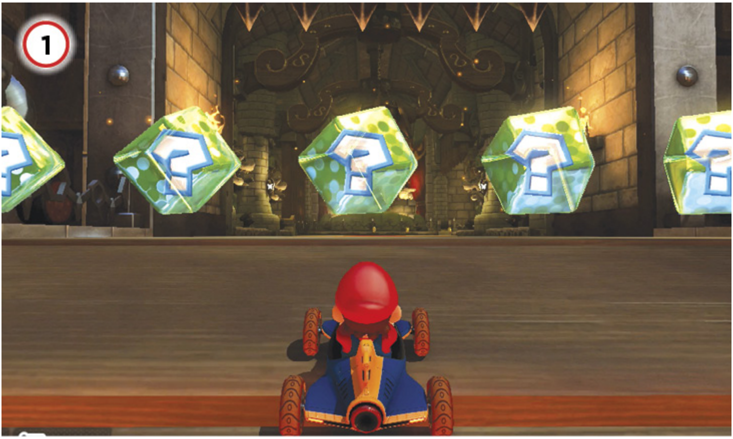
Rolling Boulders: Near the end of the course, boulders begin to roll downhill toward you.

GRAND PRIX

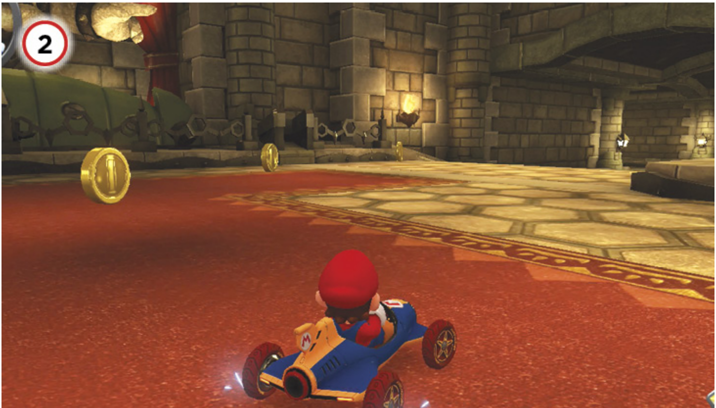


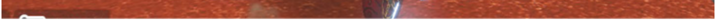
Grand Prix Mode

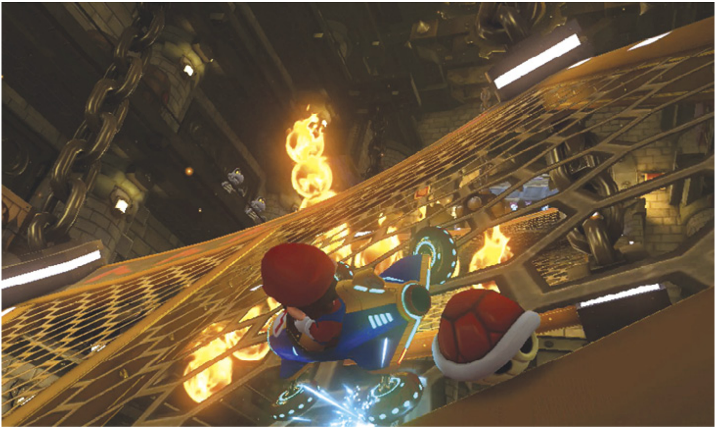




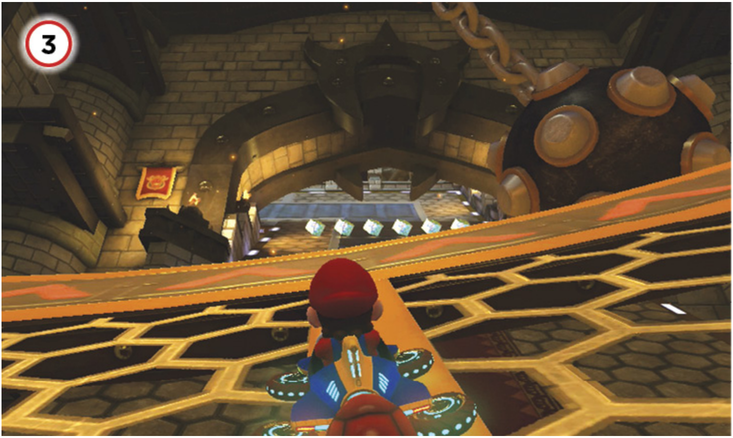
Jump Boost off the bridge leading into the castle itself. The corridor beyond will have multiple laser statues, but they are only active on Laps 2 and 3.



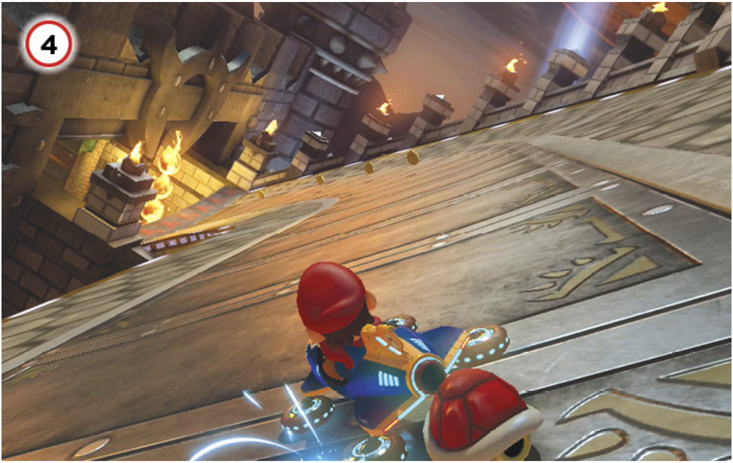




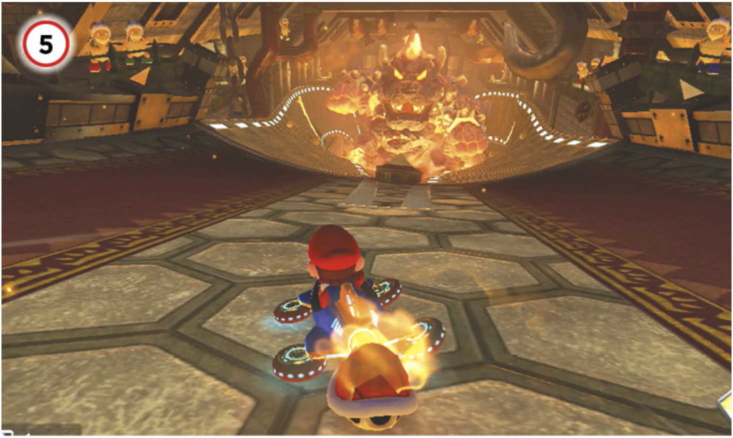
The first Fire Bar trap comes after a set of hairpin turns. You can Jump Boost off the ramp in front of the fire chain to help speed past it. The track just before any given trap is prime territory to set Bananas and force racers to take potentially unsafe paths to avoid your items and the traps!



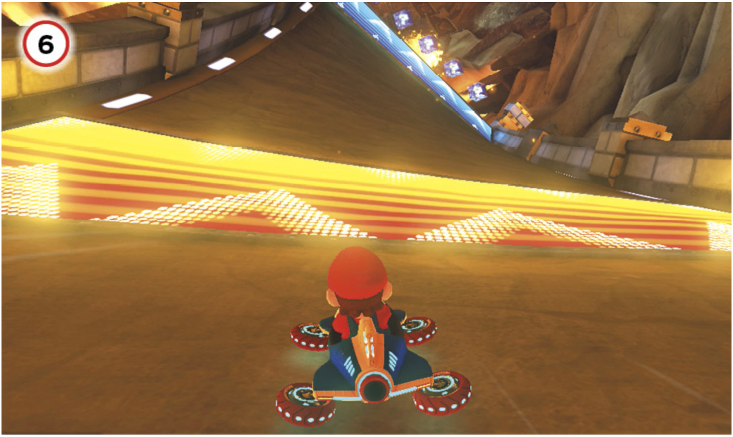
Make sure you align with the next part of the track after slipping past the fire chain. A similar setup awaits with a ball and chain. Touching it even slightly will cause you to spin out and lose Coins!



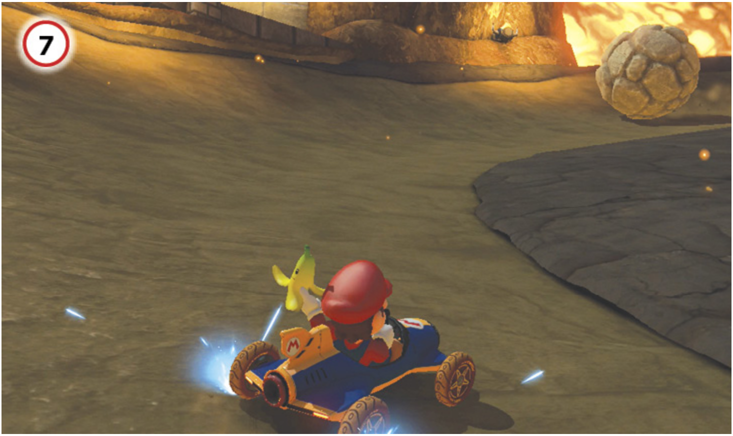
Another hairpin turn is just past the ball and chain, leading to another ramp and another Fire Bar trap.



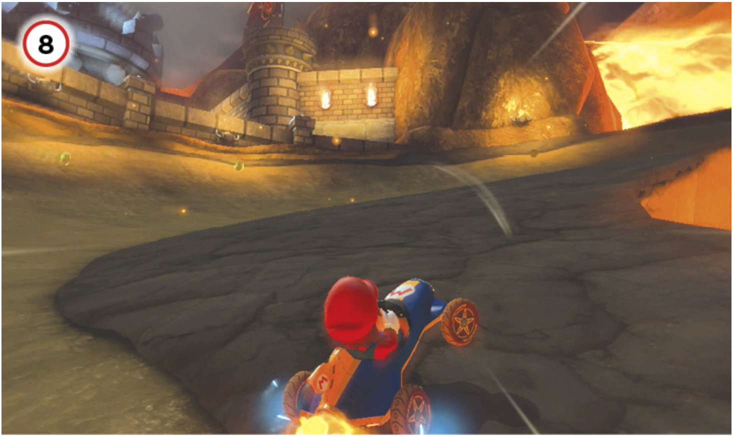
The course splits into two antigravity paths, with the Bowser monument punching away at both. You can Jump Boost off the undulating portions of track, sometimes repeatedly when you're driving away from the statue. Just make sure the monument doesn't flatten you with its fists!



Regardless of your chosen path, both will launch you across a lava chasm. Make sure you don't stray too low so you don't hit the lava geysers, or fail to make the jump entirely!



The last part of this course is a long right turn going uphill, while boulders roll down the hill. As you reach the end of the climb, you can choose to stay on the inside track, or take a raised part of the track for another ramp to Jump Boost off of.



You can also cut a good chunk of the inside track by using a Mushroom across a portion of rough dirt on the right side of the track.

TIME TRIAL

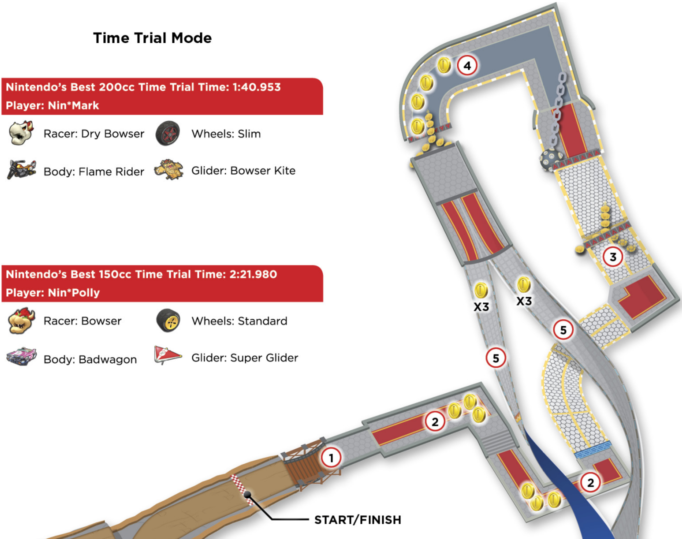
Time Trial Mode

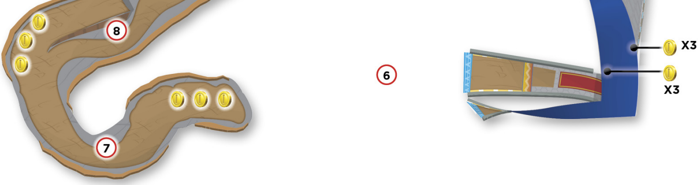
Nintendo's Best 200cc Time Trial Time: 1:40.953
Player: Nin*Mark

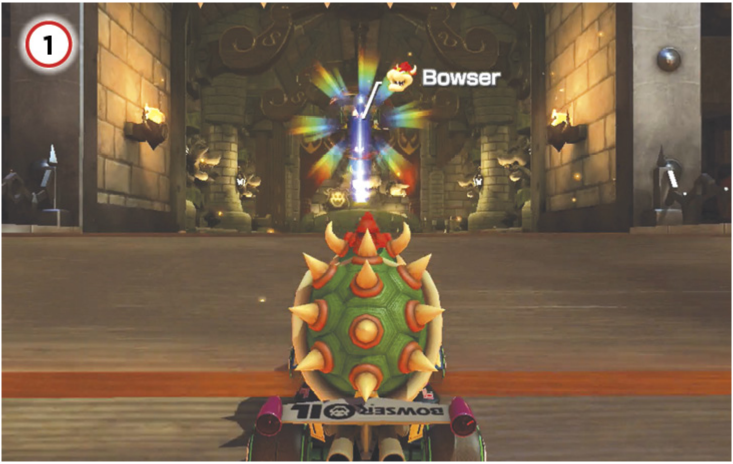
Racer: Dry Bowser
Wheels: Slim
Body: Flame Rider
Glider: Bowser Kite

Nintendo's Best 150cc Time Trial Time: 2:21.980
Player: Nin*Polly

Racer: Bowser
Wheels: Standard
Body: Badwagon
Glider: Super Glider

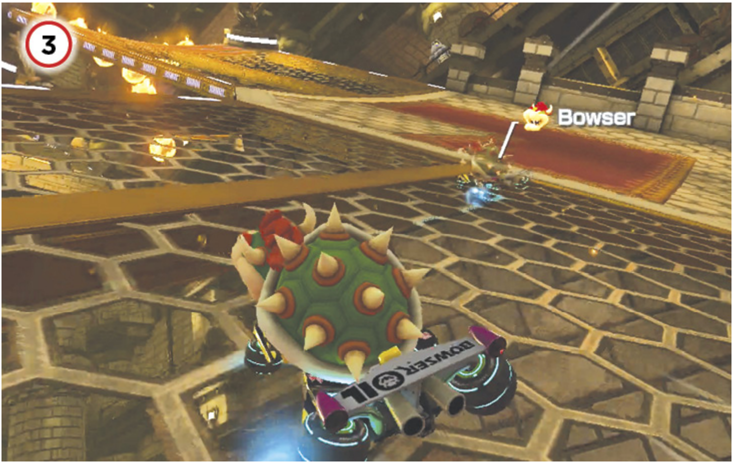




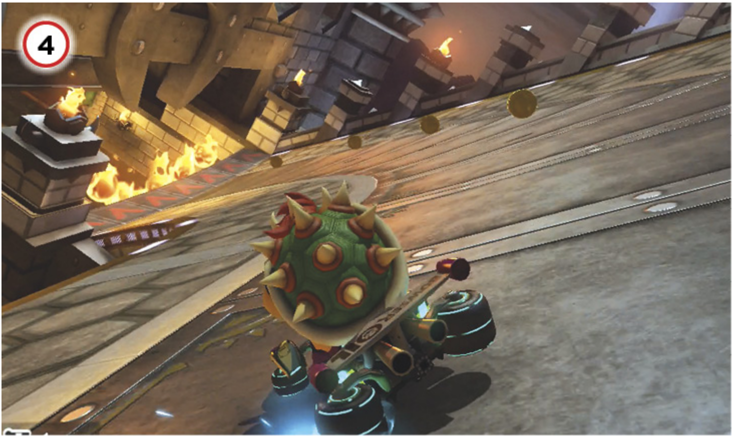


You can Jump Boost off the ramp bridge leading into Bowser's Castle—do this on every lap.

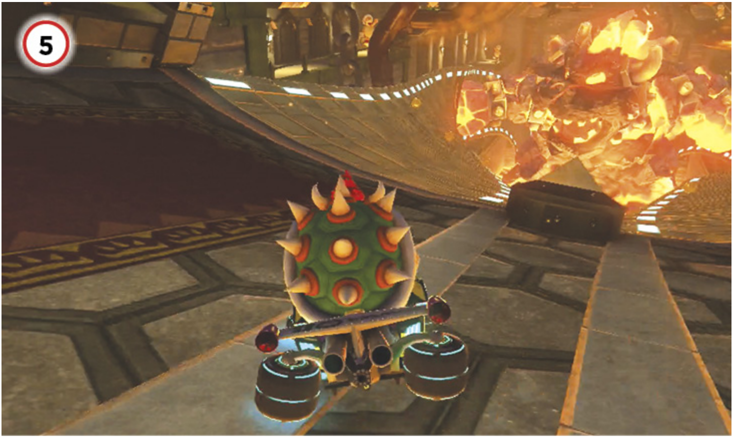
On Lap 1, the laser statues are inactive and the first turn to the right can be easily navigated to collect three Coins while drifting on through. Three more Coins can be found in the middle of the track on the second turn to the left.



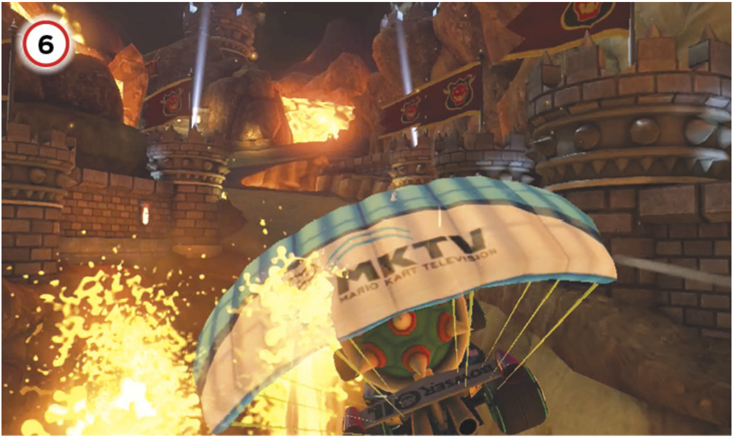
After a relatively simple S-curve, you have to navigate the Fire Bar/ball-and-chain gauntlet. Stay focused on the road ahead so as you slip past the traps (while Jump Boosting off the ramps in front of them), you're aiming yourself toward safe racing lines.



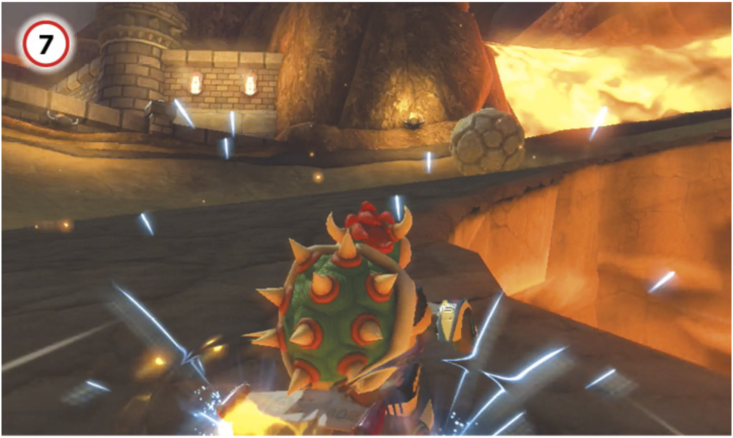
This long turn to the left has four more Coins to collect. Try to snag 'em all on Lap 1, and on future laps cut this turn as tight as you can to the left side of the track. Be ready to avoid the upcoming Fire Bar trap!



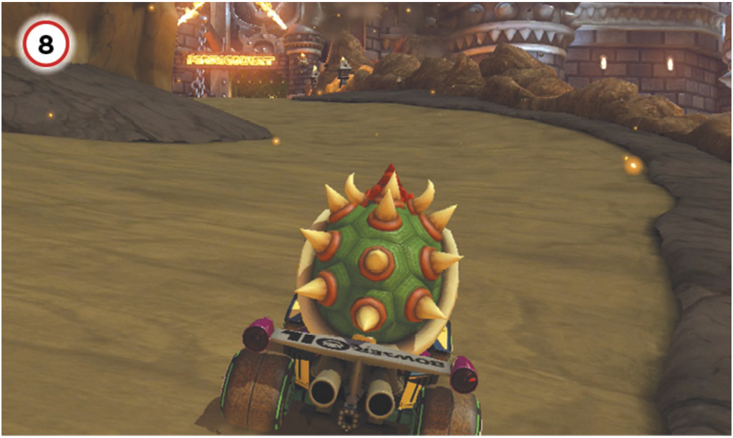
The split routes around the massive Bowser monument can be exploited for multiple Jump Boosts just after the monument punches them. Jump at the peaks of the hills rolling along the track. If you managed to catch up to the shockwaves going in your direction, you can even score multiple Jump Boosts! There are two rows of three Coins that you can collect from each route.



Be careful when gliding across the chasm here. Lava geysers will knock you out of the air if you're too low. Try to center yourself with the track as you finish crossing the chasm. There are three more Coins to pick up if you need them.



Cut across the rough terrain at this corner with a Mushroom to save some time. It also helps to be drifting to the right as you shoot over the rough ground to align yourself with the line of Coins headed uphill. Watch out for boulders rolling at you!



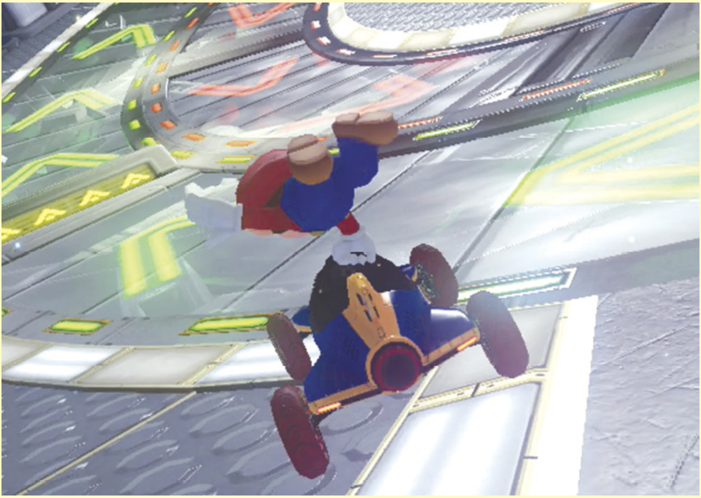
In the final stretch, the S-curve to the right of the ramp is actually faster to race through.

RAINBOW ROAD

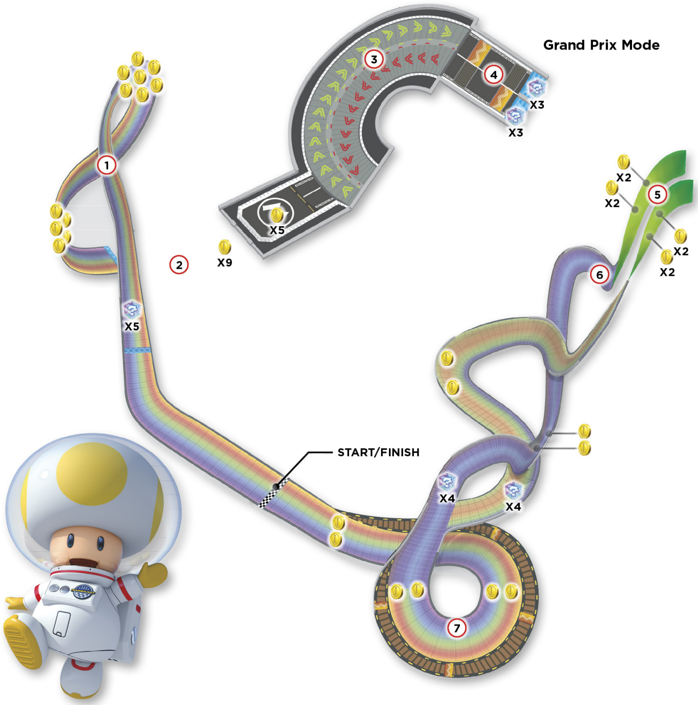
MARIOKART
MARIO MOTORS
SPECIAL CUP
REXA
TELEVISION

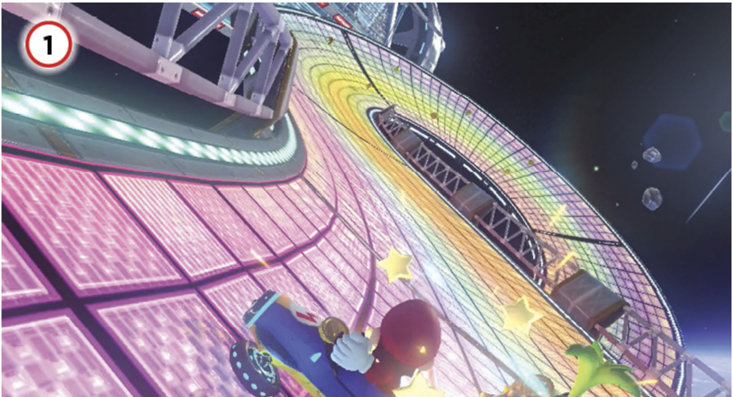
Racing in low orbit is a fitting way to end the Special Cup. In what has become a Mario Kart tradition, many long stretches of Rainbow Road have no protective walls. Combine that with the slippery antigravity sections of the track, and you can be in for a rough race, particularly on higher difficulties.

CAUTION: ROADSIDE UNASSISTANCE

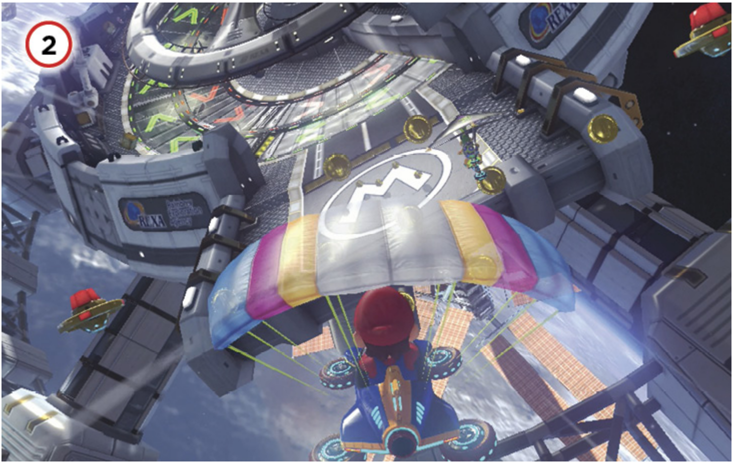


Satellite Conveyor Belts: Part of the race takes you through a space station with conveyors that alternate in the direction they travel. Watch the arrows, and only drive on the belt that is helping you move forward.

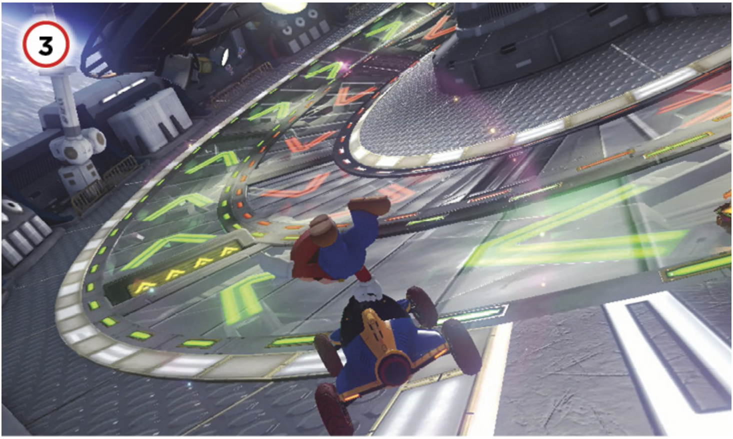




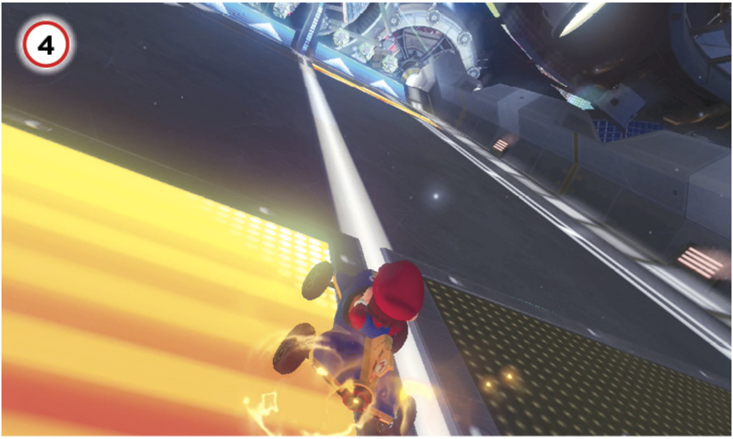
The first two big turns can be a doozy. The antigravity panel before it makes your controls more slippery, and there's no retaining wall throughout the turns. Watch your flanks when passing through this turn—a rival racer can send you off the side!



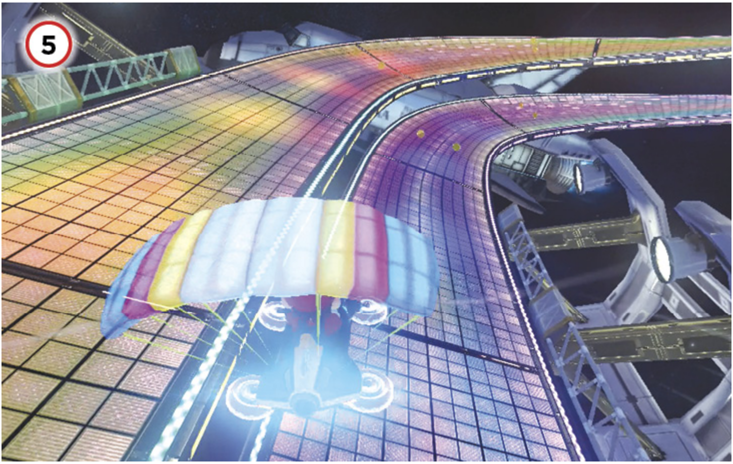
A glide ramp sends you flying toward the space station. Don't miss collecting some Coins while in mid-flight.



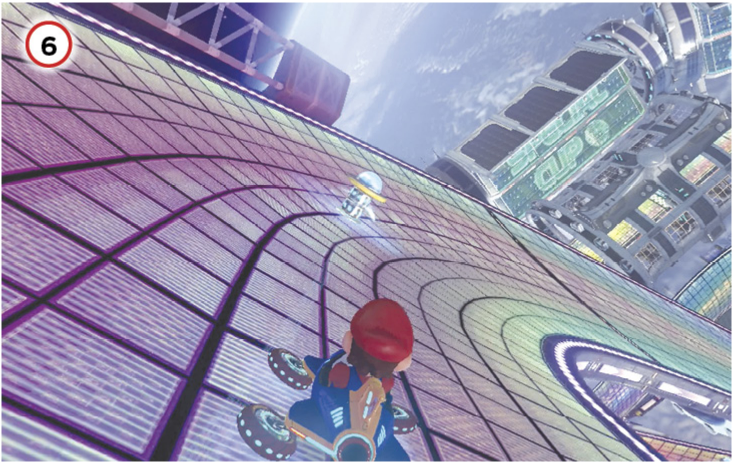
The conveyor belts inside the space station will change their direction with every lap. Stay on the belt with green arrows pointed in the direction you need to go.



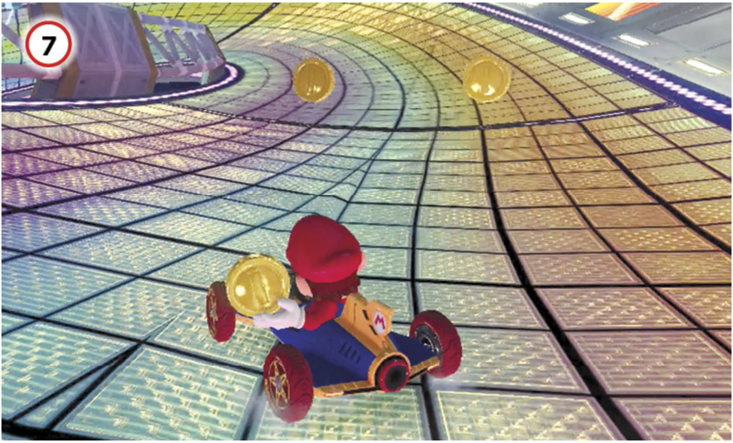
Dash panels will propel you toward one of two glide ramps leading to alternate roads to follow. You can adjust what road you follow, but the rings around the glide path will try to force you onto a designated route.



The split roads have no walls for the majority of their length, and are dotted with Spin Boost pillars to boot. Always know if you've got racers close by. During harder-difficulty GP races, these two paths can be a boulevard of broken first-place ambitions. It's very easy to get knocked off!



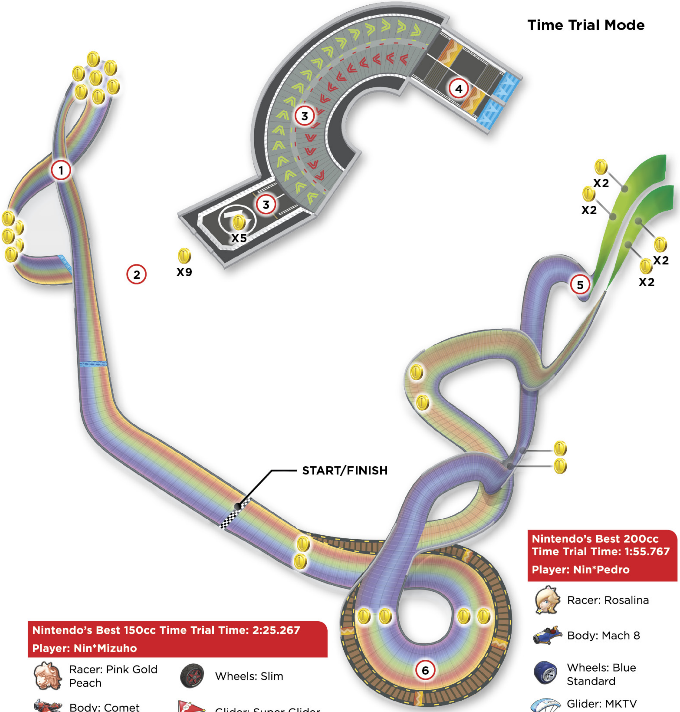
An amazing shortcut is available if you take the right-side glide ramp onto the lower route of the split course section. Marked by a lone Spin Boost pillar, if you drive straight off the track behind the pillar, you'll land on another piece of the track looking right at the final hairpin of the track, and you'll have cut a good chunk of the course to boot! No Mushroom is required for this stunt.



The final hairpin turn before the finish is another doozy. If you're not in a particularly maneuverable vehicle, sticking to the inside line might be hard. You can drift farther to the outside and use the dash panels there to make up for taking the longer racing line. Whatever you choose, if you have Bananas, this turn is a particularly cruel place to deploy them, as you can easily make racers fly off the sides of the track!

TIME TRIAL

Time Trial Mode



Nintendo's Best 150cc Time Trial Time: 2:25.267
Player: Nin*Mizuho

Racer: Pink Gold Peach

Body: Comet

Wheels: Slim

Glider: Super Glider

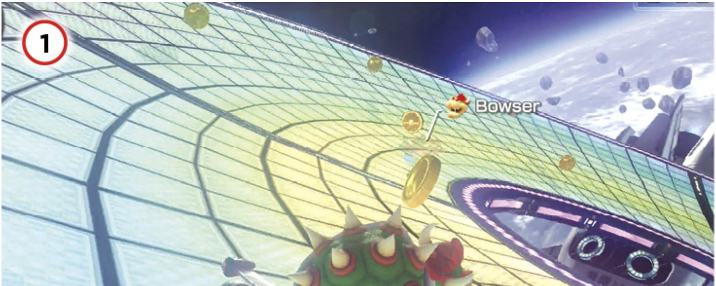
Nintendo's Best 200cc Time Trial Time: 1:55.767
Player: Nin*Pedro

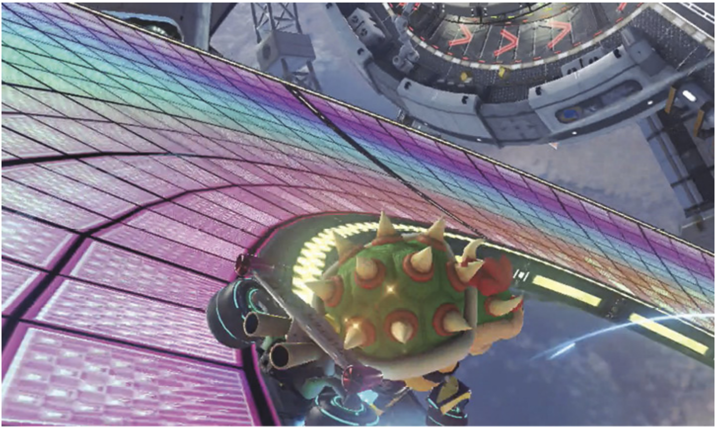
Racer: Rosalina

Body: Mach 8

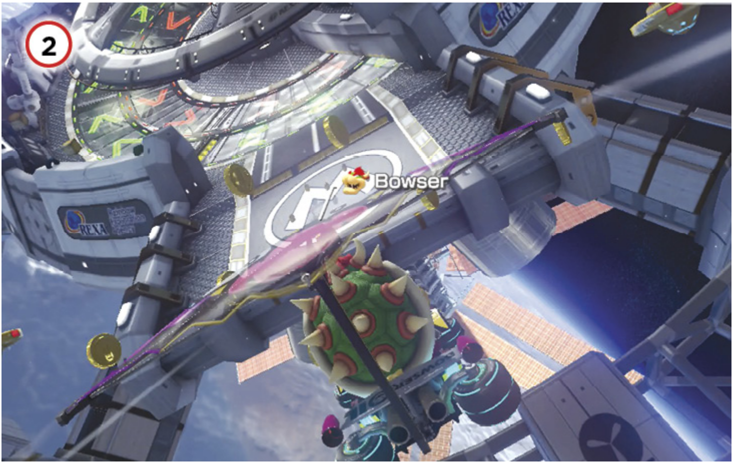
Wheels: Blue Standard

Glider: MKTV Parafoil

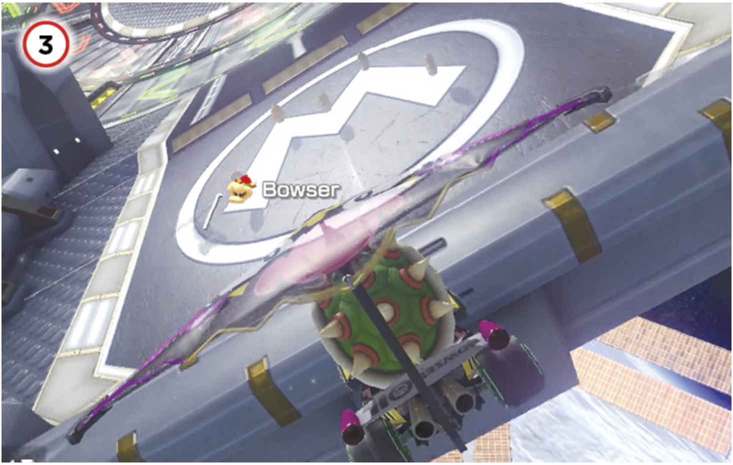




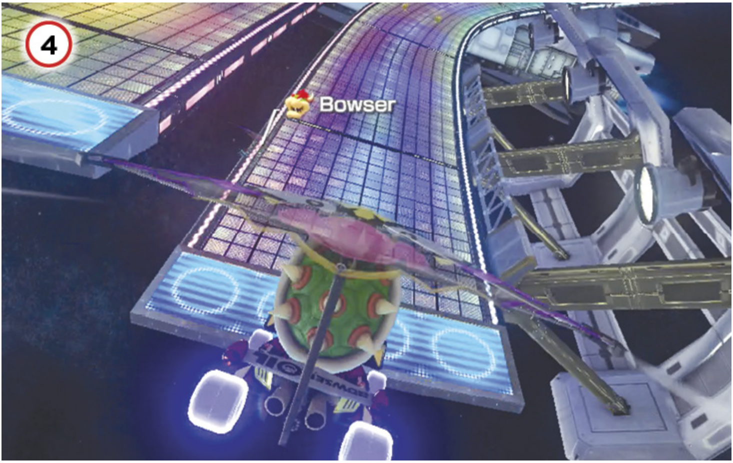
Rainbow Road Time Trials are all about getting the most out of every single drift you make and cutting your turns as tight to the inside racing line as possible. The first two turns have five Coins to collect on the inside of the track, and six on the outside. It's worth staying on the inside line for all three laps. After Lap 1, you should take these two turns with drifts that have your front wheels literally hanging off the side of the track!



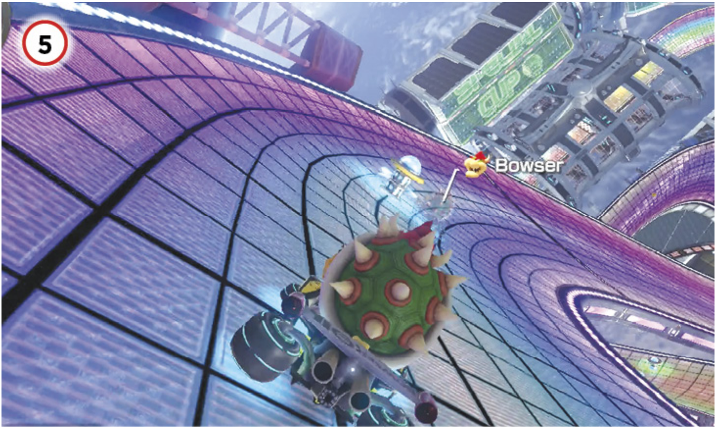
For all three laps, when gliding over this chasm, try to collect at least one Coin while lining up to take on the upcoming space station.

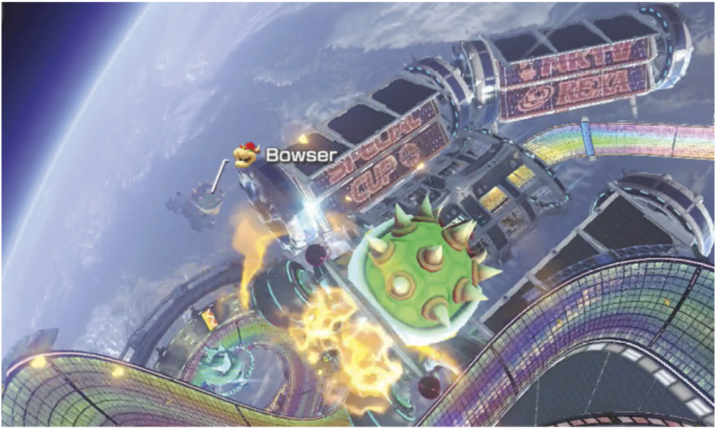


Landing on the station near the M platform should give you another chance at more Coins. Make sure you Jump Boost off the ramp onto the conveyor belts, and aim for the belt on the inside of the right turn up ahead. If that belt has red arrows pointed at you, use a Mushroom to power through the belt.

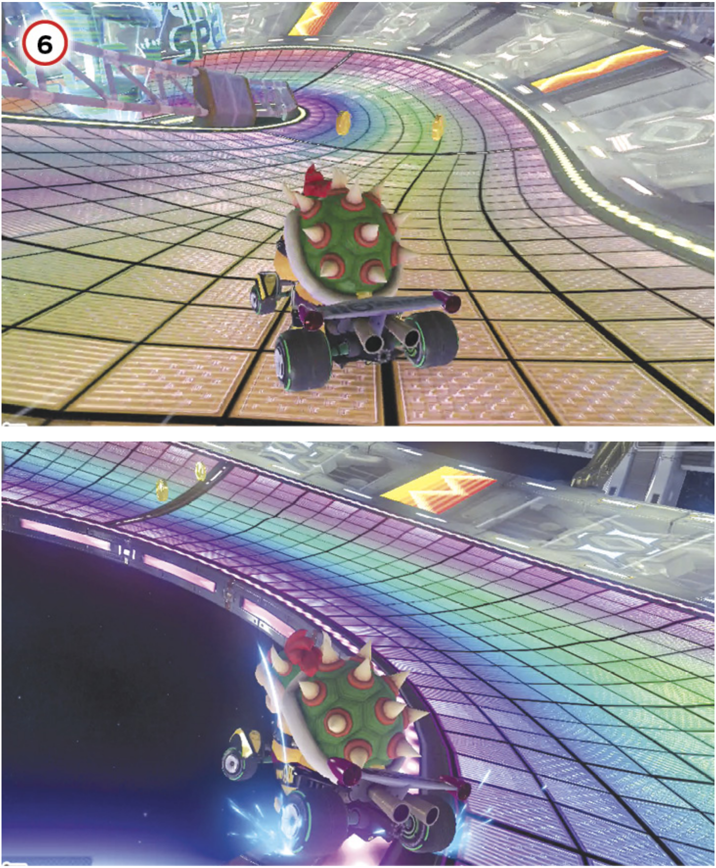


Always choose the glide ramp on the right, as it leads to the lower route in the split course section, which leads directly to the big shortcut of the track. Both routes feature multiple Coins to collect. By the time you get to this point in Lap 1, you should be at or close to ten Coins.





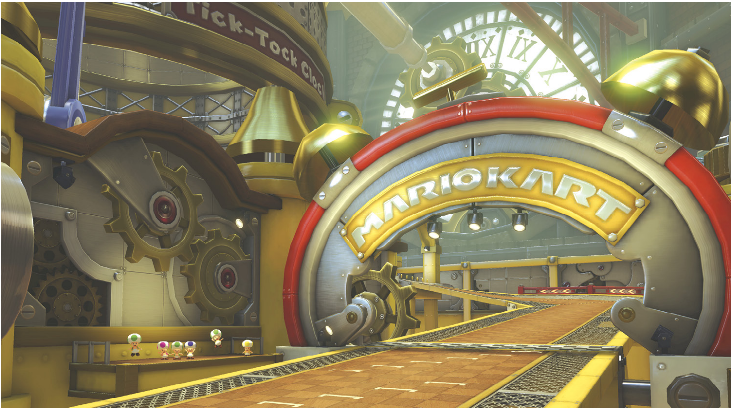
The shortcut, marked by a lone Spin Boost pillar, at the center of a curve to the right, is vital to take if you're trying to break records. As you go off the seemingly blind jump to the track below, aim yourself slightly to the left so you land on the track, and not on speed-sapping rough terrain!



The last hairpin is tough, but for maximum speed should be taken as tight as possible on every lap in a Time Trial. Hang those front wheels over the edge of the course while drifting!

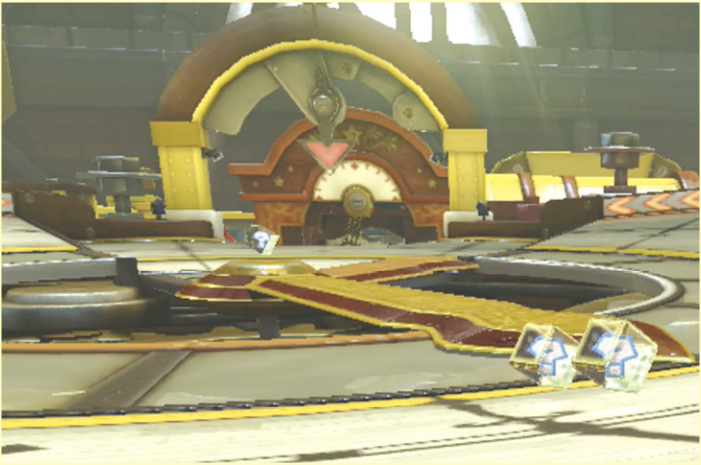
Lightning Cup

DS TICK-TOCK CLOCK

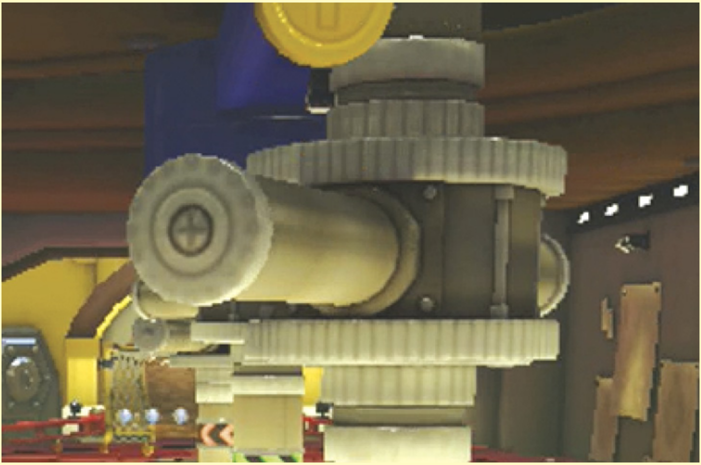


Precise racers with an excellent sense of timing will be tough to beat on Tick-Tock Clock. Some of the best shortcuts are only available at certain points of the race, on specific laps, as the gears and clock hands keep turning regardless of what the racers are doing.

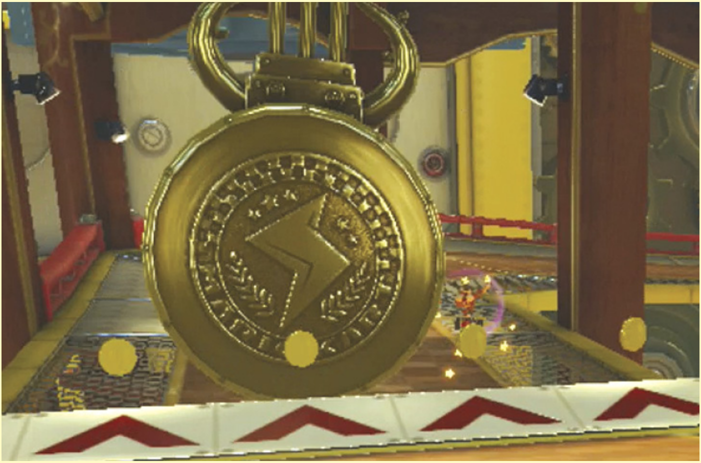
CAUTION: ROADSIDE UNASSISTANCE



Moving Clock Hands: Clock hands stretch across portions of the course, becoming small ramps to Jump Boost off of, or bridges that span over pits. Unfortunately, these clock hands remain in motion during a race, and they may be more harm than help.

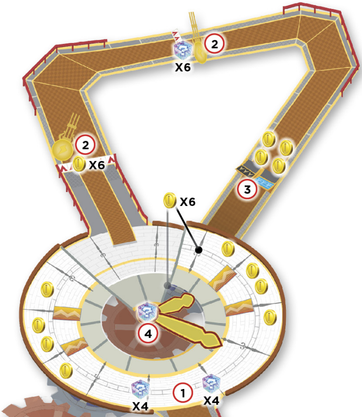


Gears: Massive gears make up a lengthy section of the course, and they switch the direction of their rotation on a fairly regular basis. If you're on these gears, try to drive in the direction they spin to avoid losing speed.

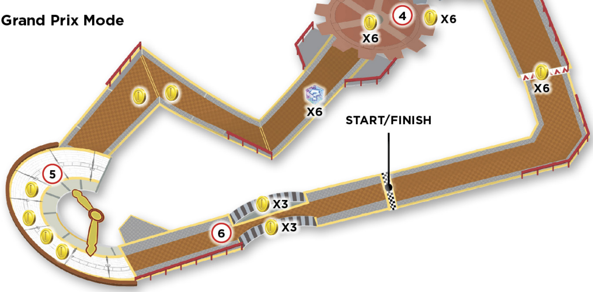


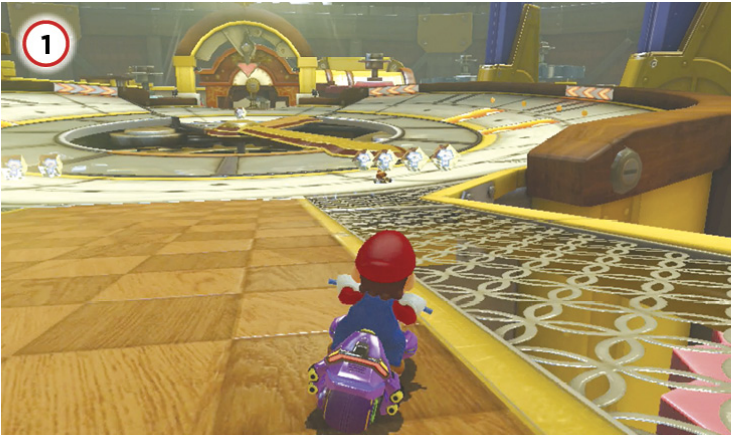
Clock Pendulums: While the pendulums move fairly slow, they are large enough that they can block a good portion of the course and force you to go out of your way to avoid them.

GRAND PRIX

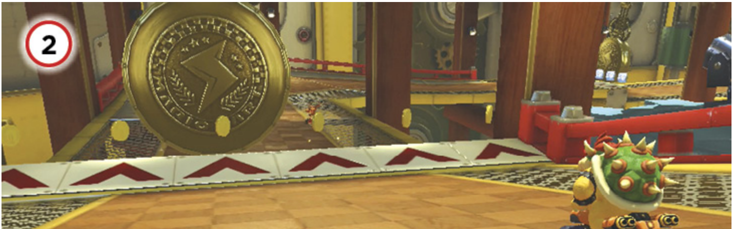


Grand Prix Mode

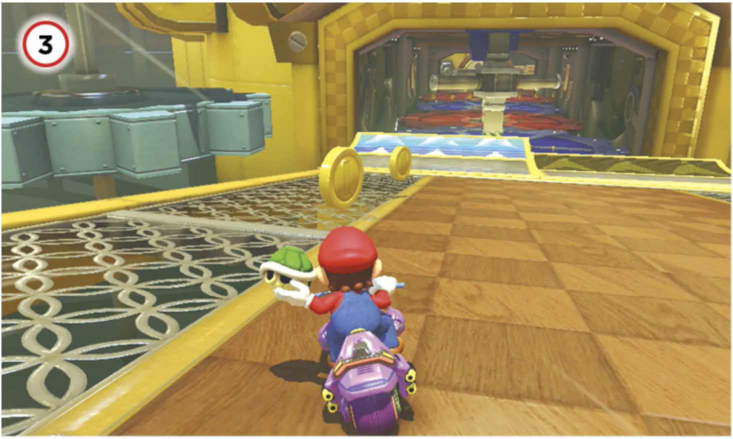




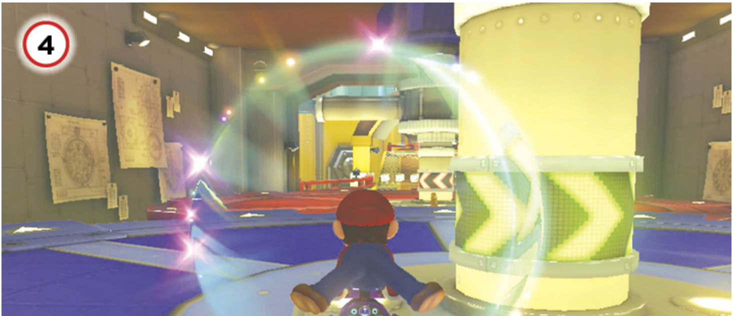
After the first turn, you come across a large clock-shaped portion of the course. The hands of the clock move throughout the duration of the race, so you can't always expect to use them to cross the gap at the center of the clock. On the outer edges of this section are dash panels, Coins, and many Item Boxes.



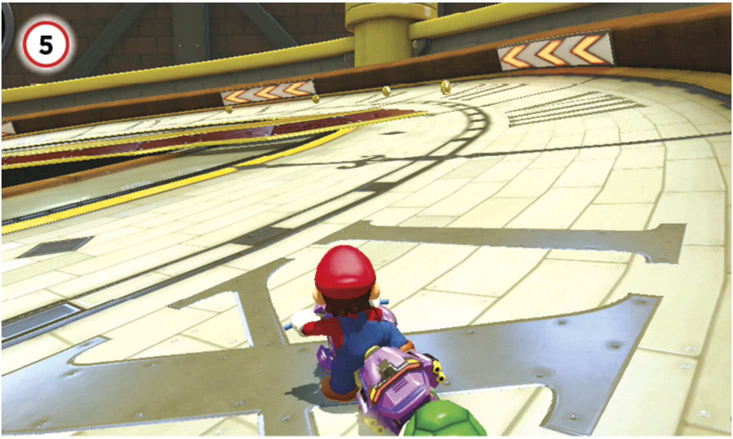
When navigating past the pendulums, make sure you score Jump Boosts off the ramps, and try to collect Coins and items along the way.



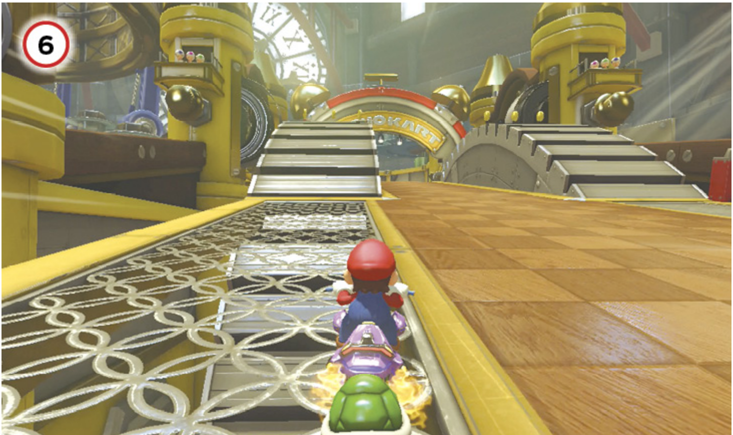
The two glide ramps here alternate between being active and inactive. If you choose to glide, you can avoid dealing with the rotating gears in the next section, while collecting Coins in mid-air. Set Bananas on these ramps in hopes of tripping up the competition, if you can.



You'll eventually have to land on the gears, so make sure you land on the side of the gear that is pointed in the direction you want to go. If you ignore the glide ramps, or land early, you can maintain good speed by weaving around the central pillar of the gears, making sure you're always being helped forward. You can also score Jump Boosts off of the teeth of the gears.



The final turn leading to the finish has more clock hands that can help or hinder you. On Lap 1, if you're going fast enough, the long minute hand might be in place for you to use as a tough shortcut to navigate. Later laps will not afford you this luxury.



The final stretch uphill to the finish has a pair of gears on either side of the track. You can ride along the gears and Jump Boost off them, though you'll only benefit if the gear is rotating toward the finish line!

TIME TRIAL

Nintendo's Best 150cc Time Trial Time: 2:06.485

Player: Nin*Sophia

Racer: Iggy

Body: Standard Bike

Wheels: Monster

Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:32.483

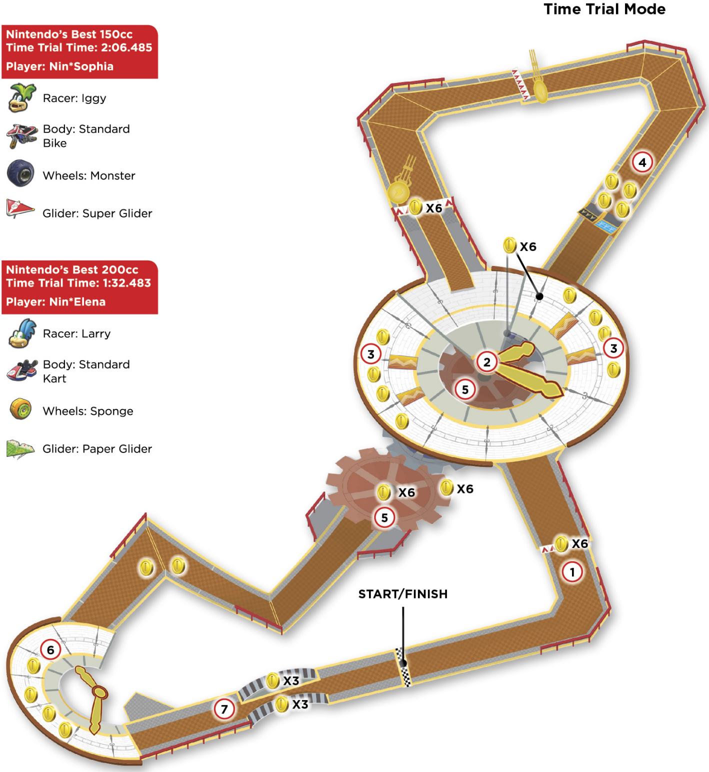
Player: Nin*Elena

Racer: Larry

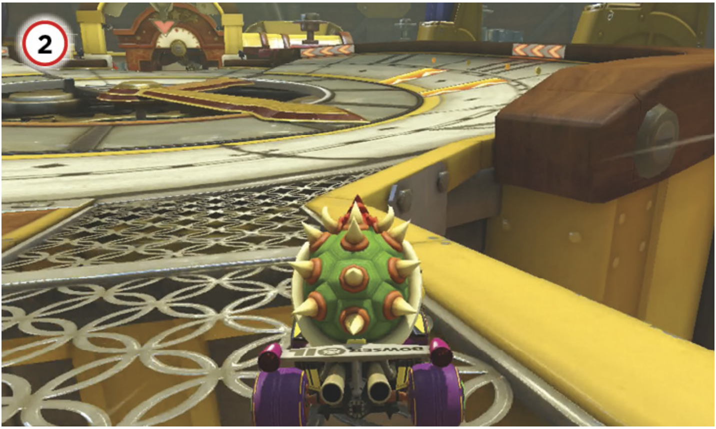
Body: Standard Kart

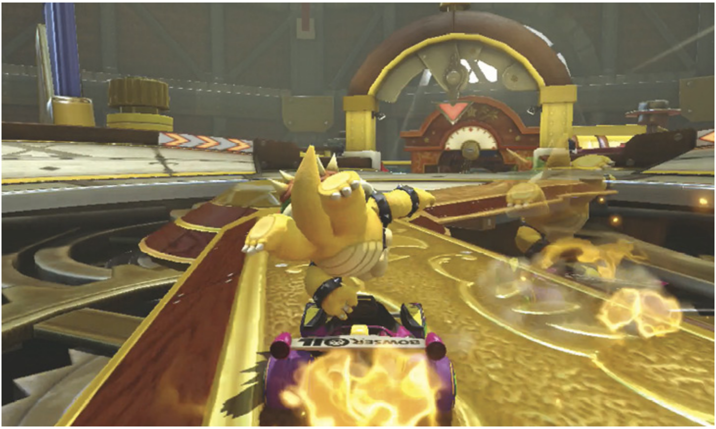
Wheels: Sponge

Glider: Paper Glider

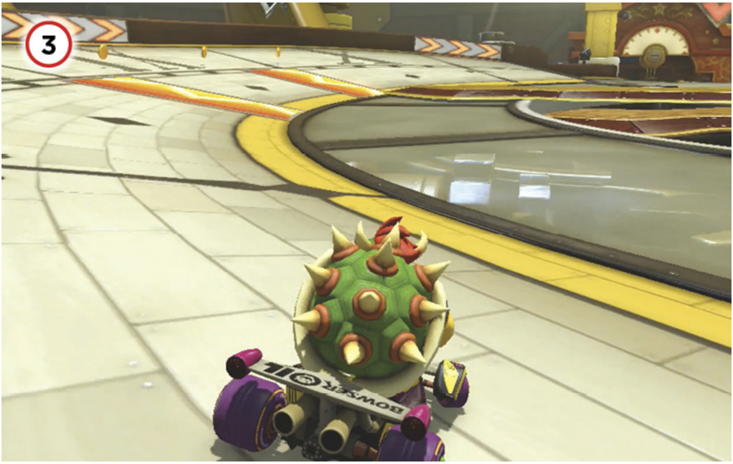


On every lap after the first turn, you can collect at least one Coin as you Jump Boost over the hill ramp down toward the clock section.

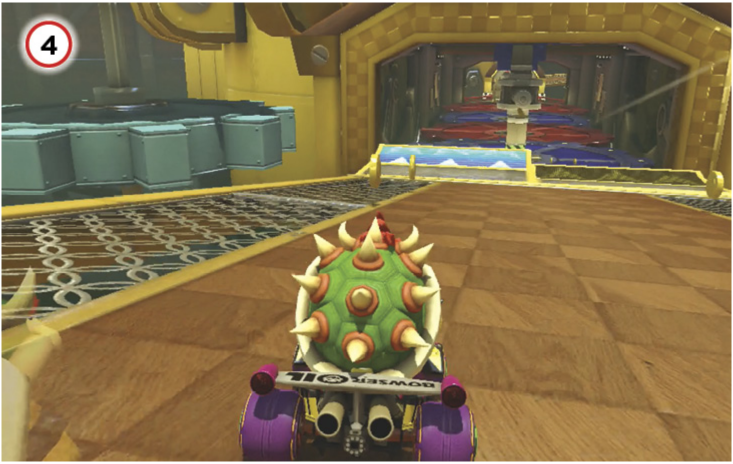




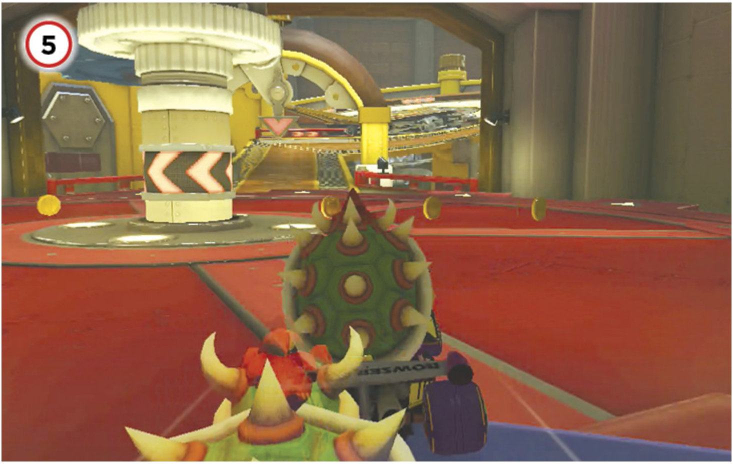
On Lap 1, the clock hands are arranged in such a way that you can cross the center of the clock without falling into the abyss, if you're skilled enough. To get the most out of this shortcut will require you to Jump Boost off of the ramps on the sides of the clock, and at the center of the clock itself.



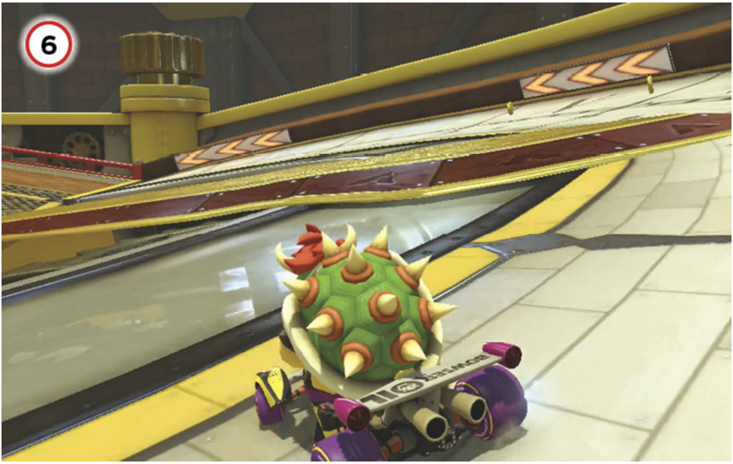
Later laps through this clock section are a good opportunity to collect Coins on the sides of the course, if you still need them.



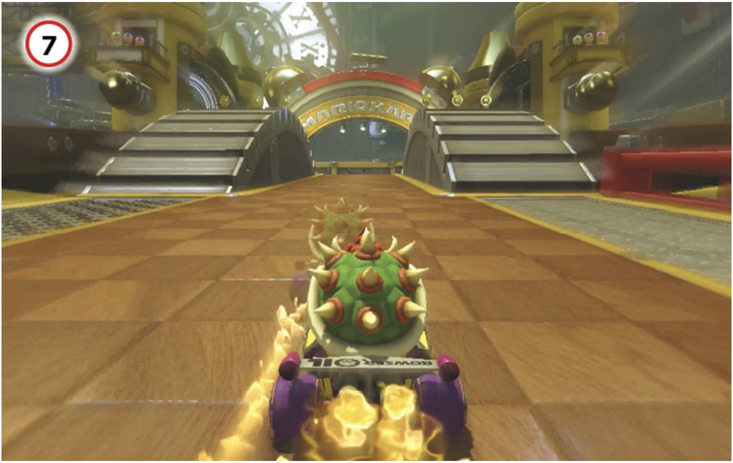
After navigating past the pendulums, collecting another Coin in the process, you have to choose whether or not you want to glide into the rotating gears section. Don't miss out on collecting the Coins in front of the ramps.



With smart uses of drifting and Mini-Turbos, you can gain a surprising amount of speed by driving over the gears and Jump Boosting off their teeth. Just make sure they're rotating in the direction you want to go!



This last turn is a doozy. Thanks to the clock hands, you don't always have an easy way to cut the last corner over the gap. You can use a Mushroom and Jump Boost off the sides of the clock hands to bridge the gap, but this can get tricky as the Time Trial progresses.

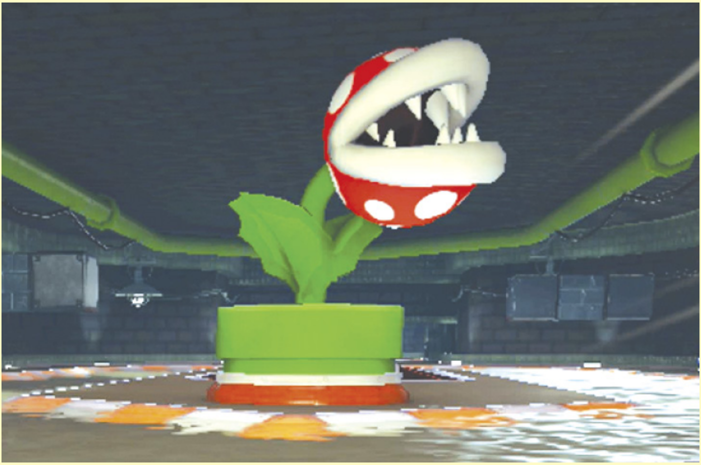


Ignore the gears on the side of track as you sprint toward the finish line. Even if they're going the direction you want to, you lose some speed on contact with the gear itself.

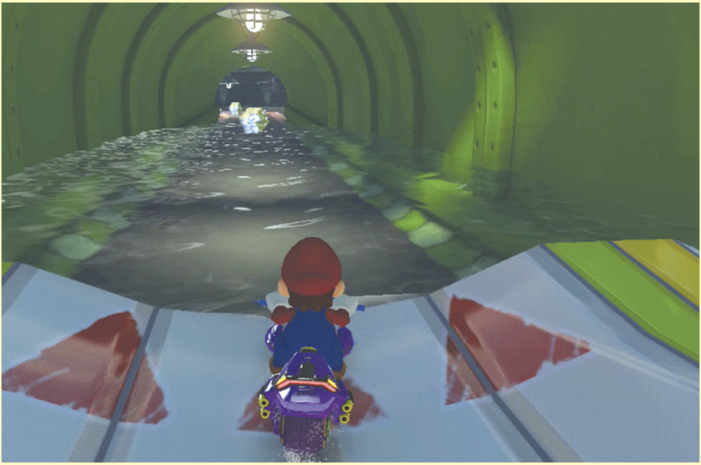
3DS PIRANHA PLANT SLIDE

Arguably one of the fastest courses in Lightning Cup, the aptly named Piranha Plant Slide has racers tearing past the dangerous foes, following rushing currents of water through a sewer. Drivers will have to think fast and act faster to handle the sharp turns, Goombas, and Piranha Plants that dominate the track.

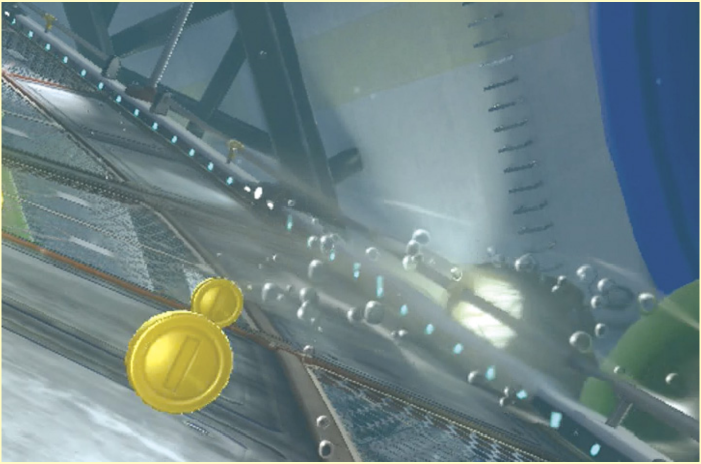
CAUTION: ROADSIDE UNASSISTANCE



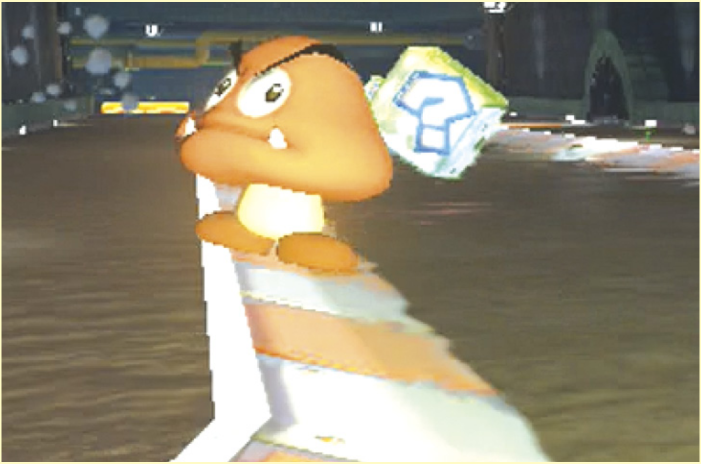
Piranha Plants: Two enormous Piranha Plants dominate important passages of this race course. Pay attention to what direction they are facing, and don't get close to that side of their pipe unless you're using a dash panel or a Mushroom to get past them.



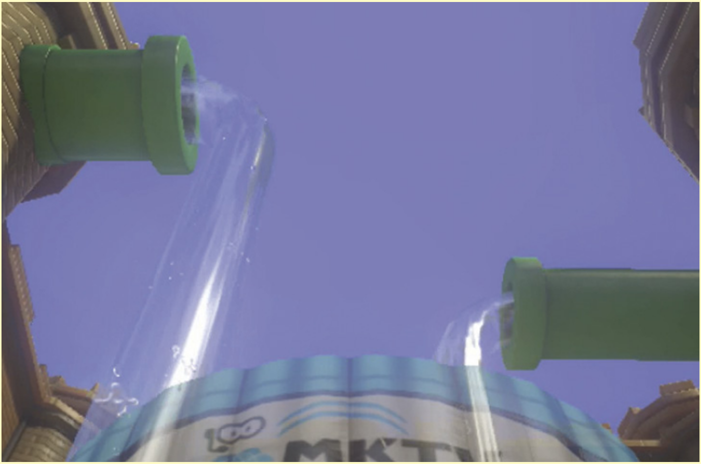
Water Currents: As you descend into the underground sections of this course, the water flowing through the sewer can grant you some extra speed. It can also put you in some sticky situations because of how fast you'll be moving. The water flows at the start of the course also take Item Boxes with them, so bear that in mind.



Water Jets: Near the end of a lap, you'll be racing underwater. Jets of water turn on and off throughout this section of the course, which can put you out of position while you navigate other hazards set down by your opponents.

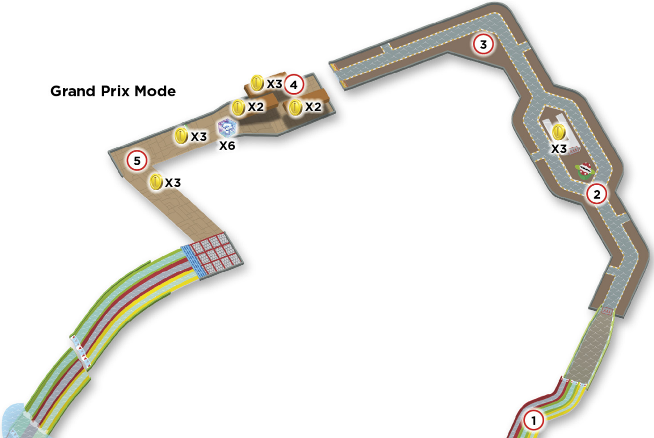


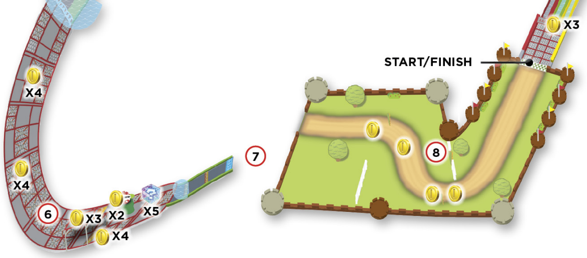
Goombas: Once again, Goombas try to make nuisances of themselves on this course.

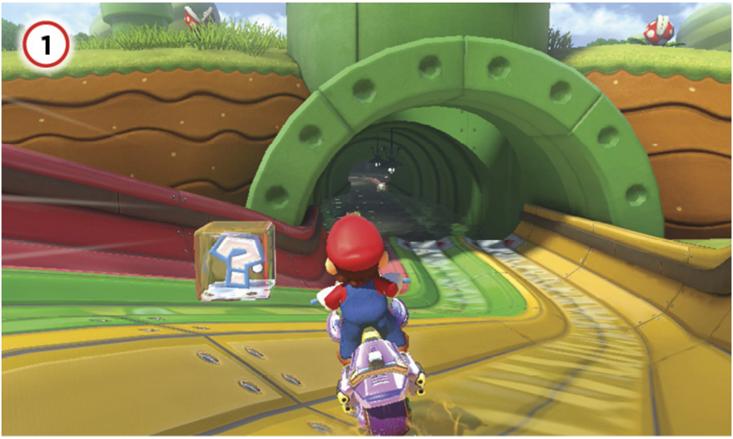


Drain Pipes: Pipes dump water into a bottomless pit that you must glide away from. Getting caught in these waterfalls can send you plummeting into the darkness!

GRAND PRIX

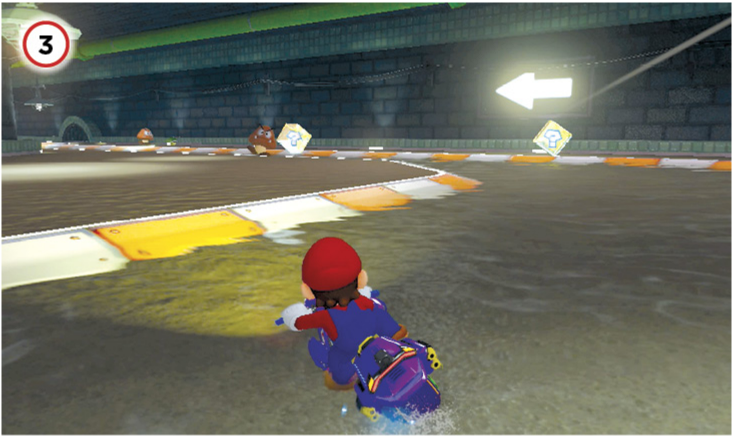






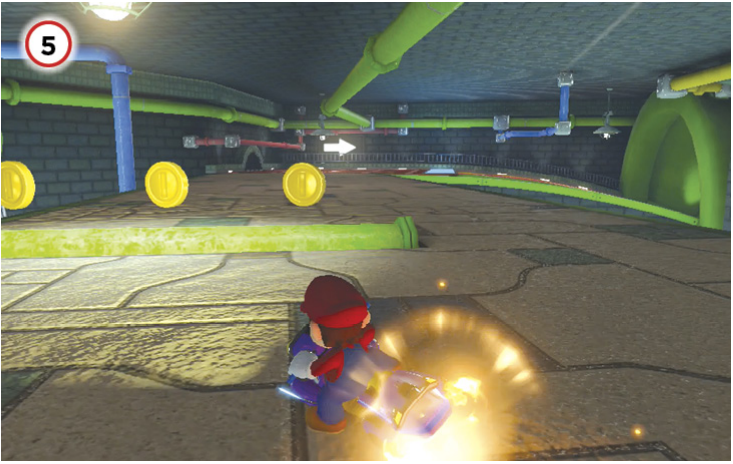
Right as you start, when driving down the curved slide, try to stay in the water rather than riding on the raised sections of the slide. You're pushed along by the currents while in the water. Don't miss Jump Boosting off the ramps as you enter the sewers!

When approaching the first Piranha Plant, pay attention to what side it is facing, and drive on the opposite side, staying in the water to keep up your speed. A mean trick here is to use items to force other racers to fall in range of the plant so it can bite them.

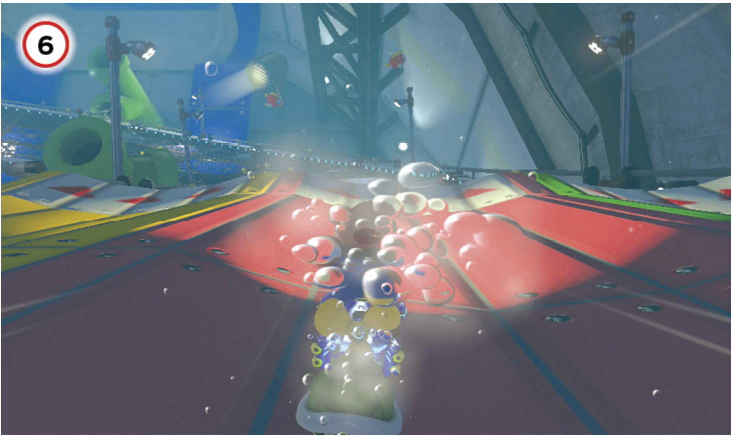


After slipping past the first Piranha Plant, the course takes a sharp left turn, through a small group of Goombas. You can avoid most of them by sticking to the inside of this turn, close to the wall.

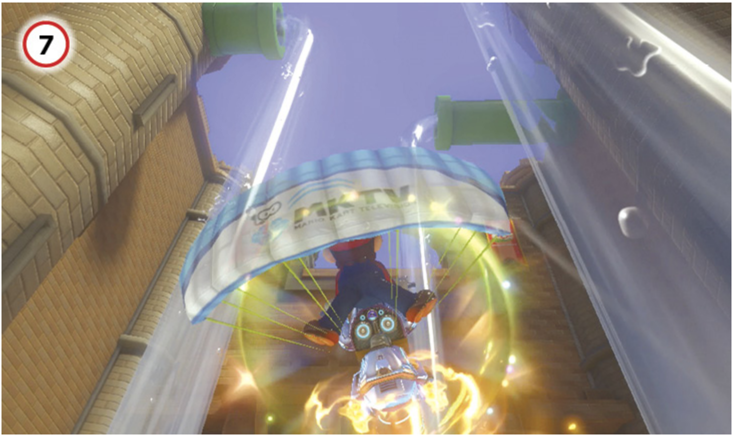
As you clear the Goombas, you can try to jump onto a set of floating blocks to collect some Coins with the help of dash panel ramps. If you have Bananas, you can set them on these blocks to catch racers who try to follow you onto these narrow paths.



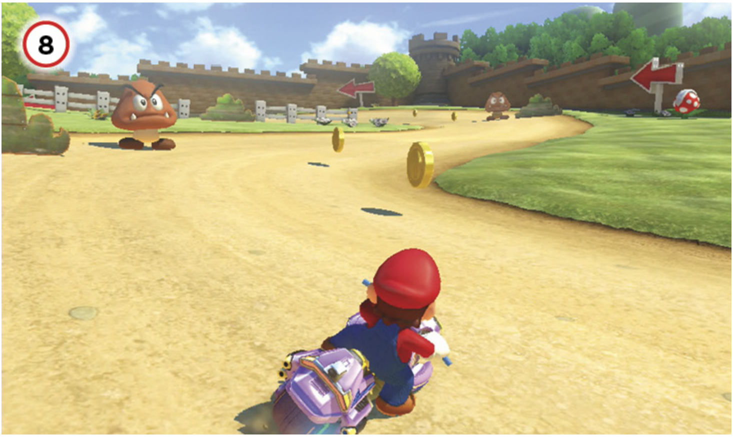
There's a lack of guardrails on the two turns leading up to the large pipe that takes you underwater. As you Jump Boost off the small pipe ramps, watch for opportunities to knock rivals off the track, while also keeping an eye out for them trying to do the same to you!



After the pipe sends you underwater, you're close to the second Piranha Plant. This guy has some serious range, so unless you have a Mushroom to boost past the side he's facing, or use the nearby dash panels, you don't want to be caught unawares by him!



The glide ramp at the end of the water section sends you flying upward past a number of drain pipes. Do not touch the water flowing from them, as you'll likely not manage to make it to the landing site for your final run toward the finish.



This winding series of turns has Goombas and fake signs of Goombas waiting for you! Avoid the real baddies as best you can while negotiating the turns. You can use Mushrooms for a significant shortcut here, so if you manage to get one in the water section, hold on to it! Once you get through this final series of turns, the finish line is literally around the final corner!

TIME TRIAL

Nintendo's Best 150cc Time Trial Time: 2:21.321

Player: Nin*Polly

Racer: Ludwig

Wheels: Slim

Body: Jet Bike

Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:48.454

Player: Nin*Frank

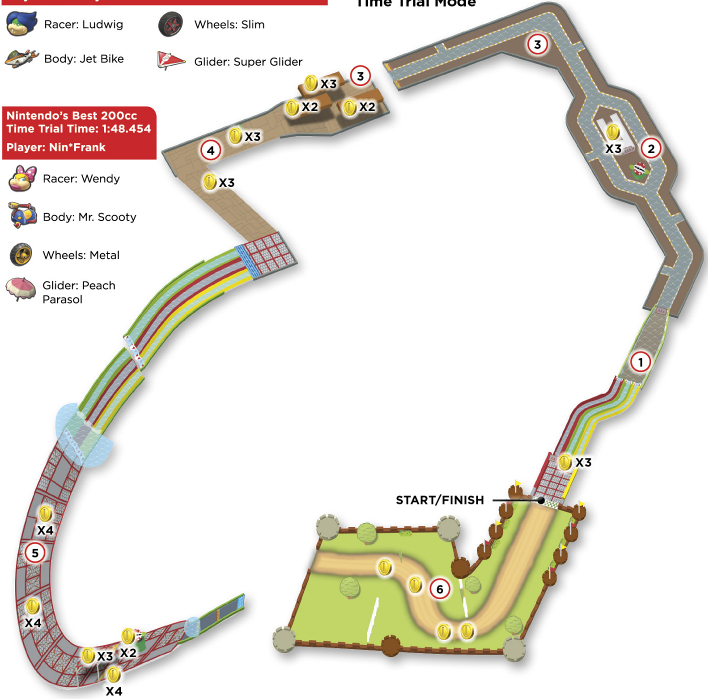
Racer: Wendy

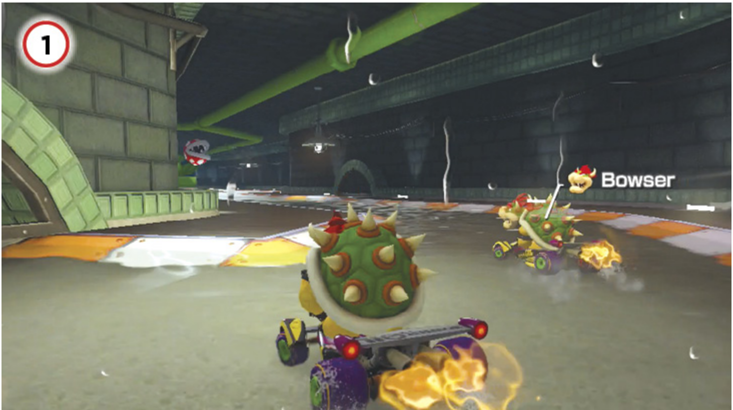
Body: Mr. Scooty

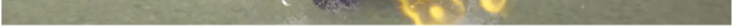
Wheels: Metal

Glider: Peach Parasol

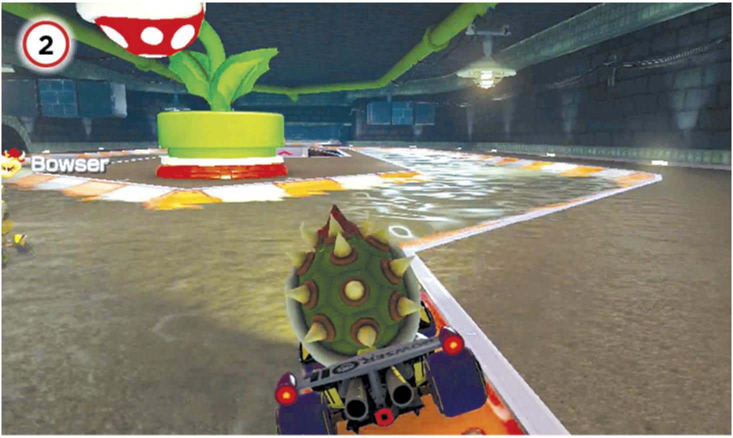
Time Trial Mode



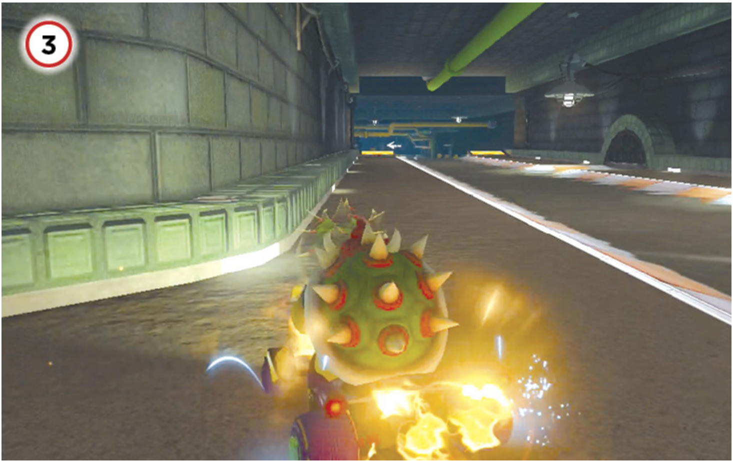




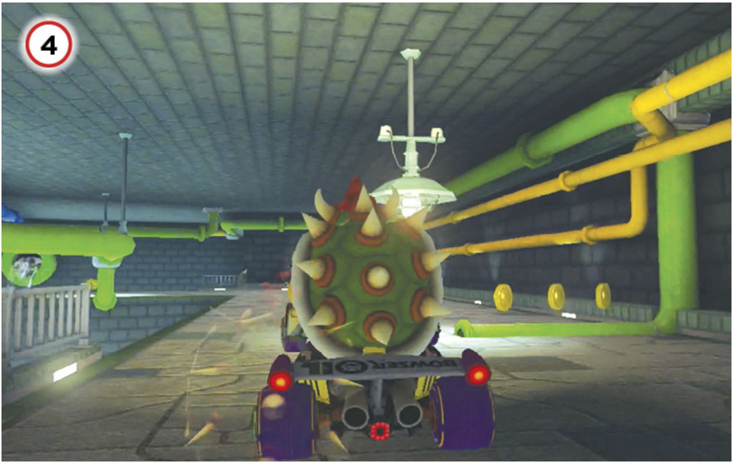
The general rule for the first part of this Time Trial is simple: stick to the water as much as you can to enjoy the boost from the water current. Also, take advantage of any ramps you encounter throughout for Jump Boosting purposes.



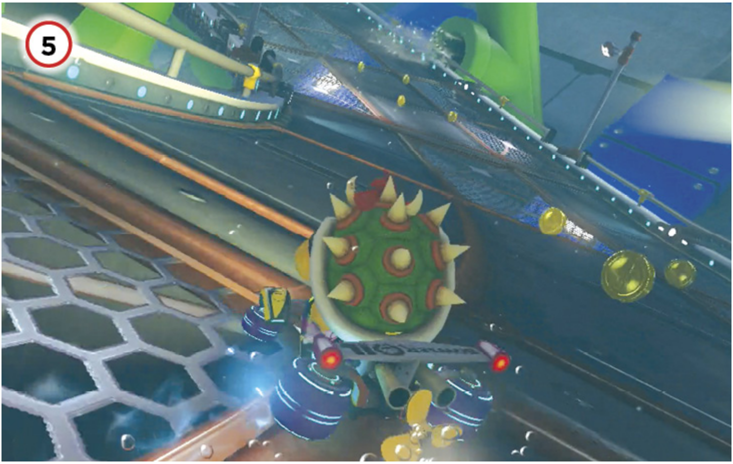
Slip past the first Piranha Plant, and aim for the ramp behind it so you can leap onto a smaller section of the track to collect three Coins. On the following laps, it's faster to drift and Mini-Turbo in the water currents on either side of the plant.



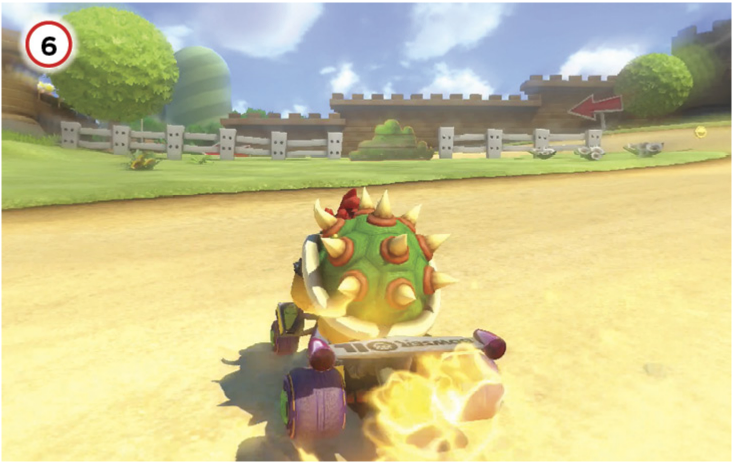
The turn just beyond the Piranha Plant should be cut as hard to the left as possible. Do this to avoid the Goombas and line up for one of the dash panel ramps that can launch you onto one of the floating block platforms, which contains some extra Coins.



Two small pipes on the ground in this section of the course have three Coins floating over them. It's tough, but try to collect the Coins and Jump Boost off these pipes!



The underwater section is straightforward for the most part. During the first two laps, it's easily possible to collect six Coins in one pass! As you approach the second Piranha Plant, stay to the right side of the track, and use the dash panel to blow past the baddie with no fuss at all.

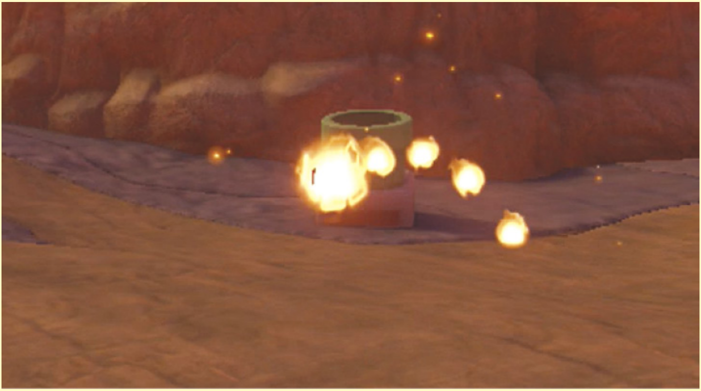


After launching out of the water section back onto dry land, you're on your way to the spot where you'll want to use a Mushroom for all three laps. Launch yourself across the grass, through the pictured sign, while drifting hard to the left. By this point in Lap 1, you should already have ten Coins, so you can afford to miss a few here. Just make sure you hit this shortcut every time!

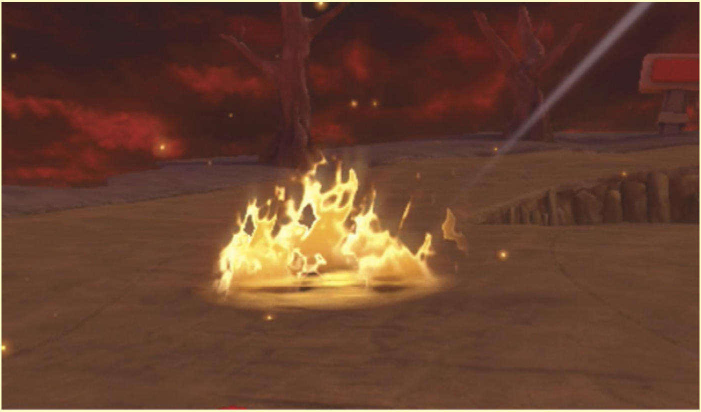
WII GRUMBLE VOLCANO

Grumble Volcano pulls no punches. With every lap, the terrain changes as whole sections of the course collapse into the lava. The volcano itself spews flame that fouls up sections of the track, the road is uneven, and it's very easy to take a lava bath if you're not paying attention.

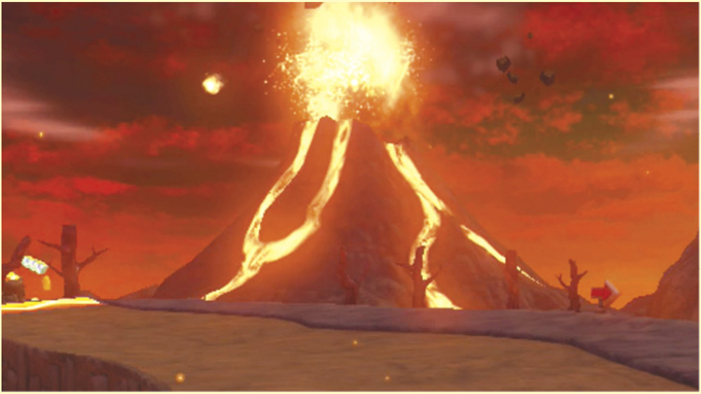
CAUTION: ROADSIDE UNASSISTANCE



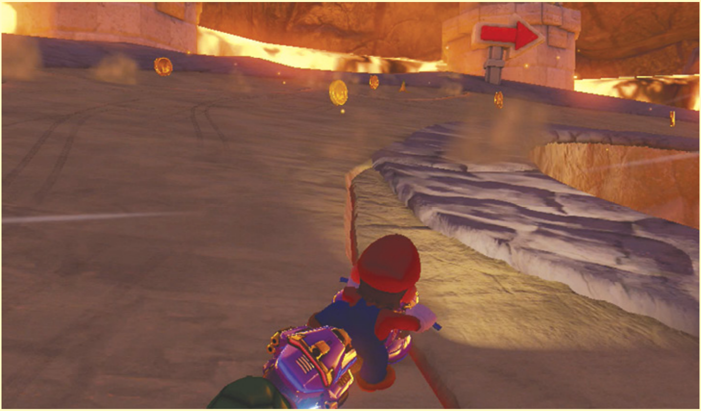
Fire Snakes: Hopping around on the track, these living flames are seemingly strategically placed to be in your way at the worst possible times.



Fire Patches: Lava spewed by the volcano leaves large patches of fire on the track, sometimes forcing you to pick a different racing line to avoid taking a hit.

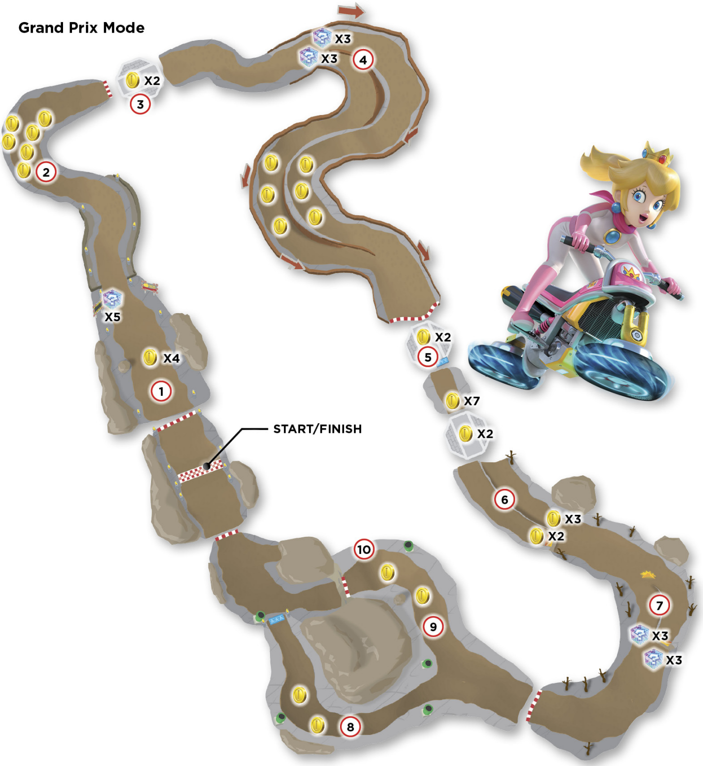


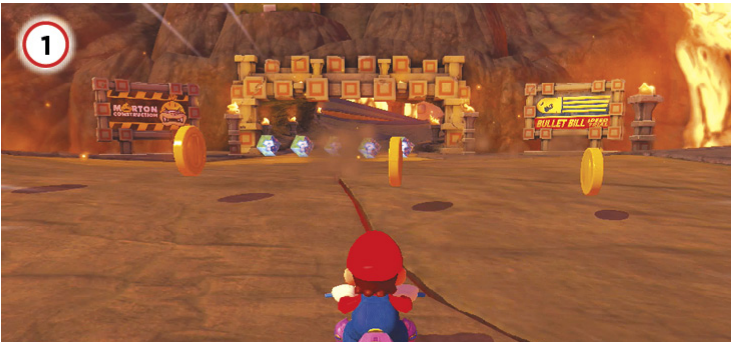
Volcanic Activity: The titular Grumble Volcano erupts in the distance, sending lava flying onto the track. You don't want to be where that stuff lands!



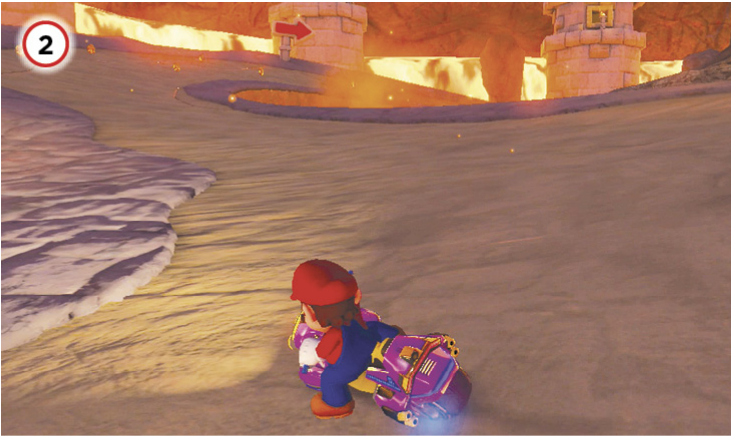
Unstable Terrain: With every lap, sections of the course collapse into the lava. These changes will force you to drive down different routes. One of the major shortcuts only becomes available on Lap 3 because of this instability.

Grand Prix Mode

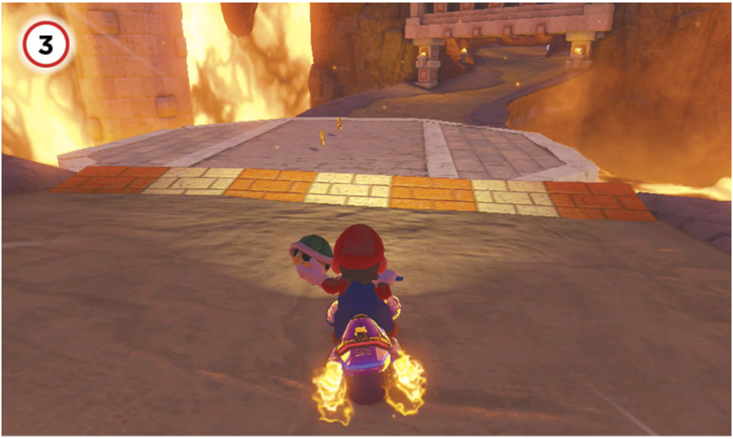




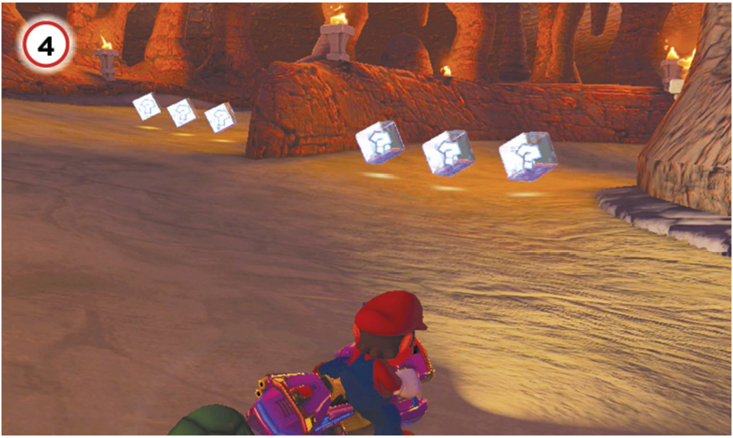
The section of road just after the race begins provides a basic example of how the track will change as the race progresses. Two of the Coins on the right side of the course will become unreachable when the land underneath them sinks into the lava on Lap 2.



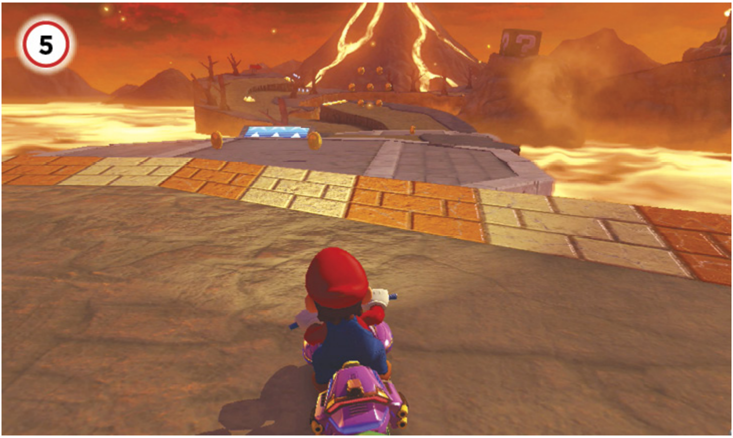
The first turn inside the mountain starts out wide and easy to navigate. As the race progresses, huge chunks of the track break away, leaving you with much less room to drift through the turn. This turn becomes a hot spot for placing Bananas to send racers flying into the lava!



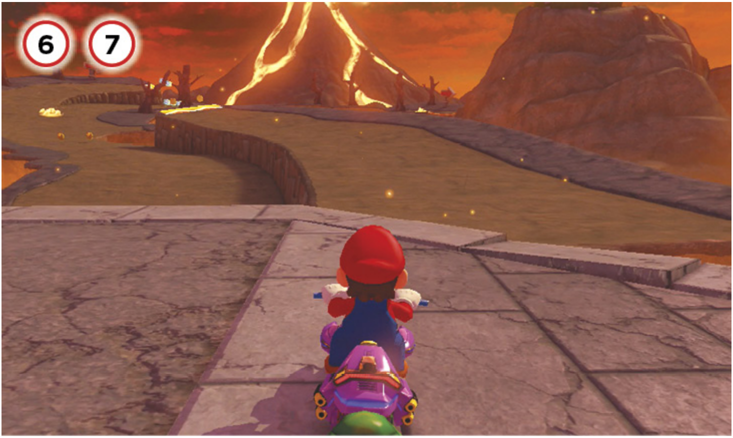
This platform moves back and forth in the lava. Concentrate on getting to the ground on the other side. The platform never moves enough that you will fall into the lava unless you make some serious driving mistakes.



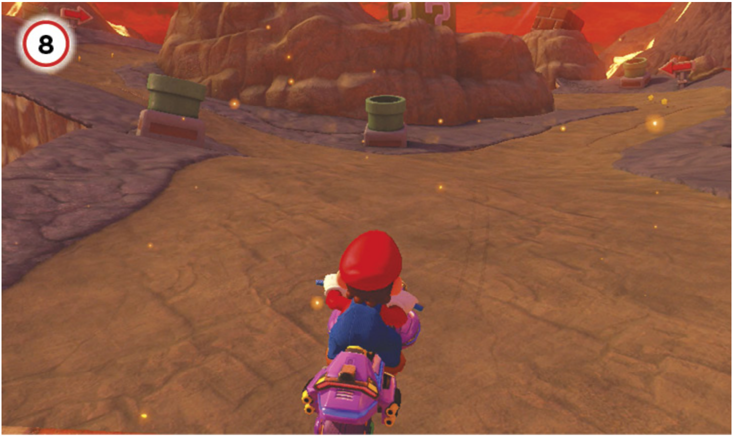
The road splits up into upper and lower paths, following more or less the same turns. You can drop from the upper path down to the lower if you slip off the right side of the route. The lower route isn't decisively faster, but it is a bit easier to navigate.



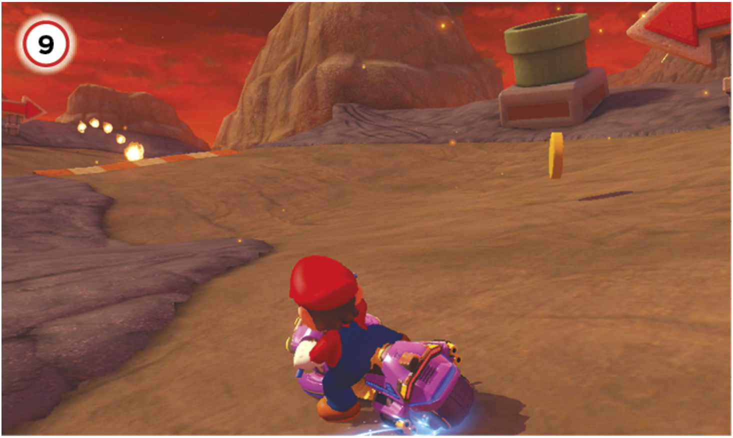
The paths rejoin as you exit the cave, and another moving platform awaits you. On this platform is a glide ramp, an invaluable tool for reaching some more Coins caught in the air. This is another amazingly evil spot to set Bananas so you can send some rivals tumbling into the lava!



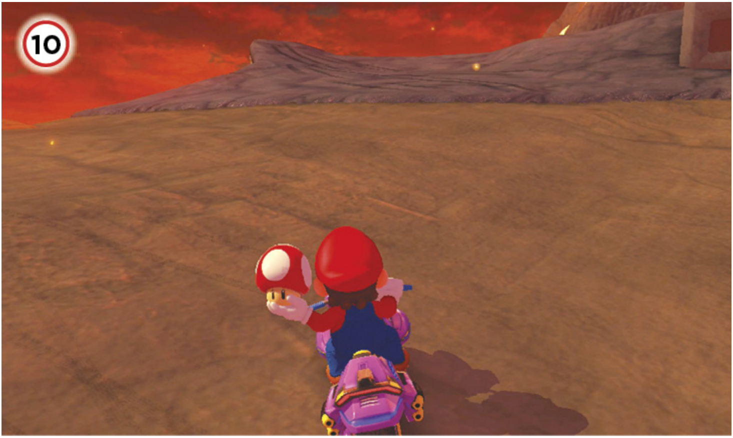
The road from the glide ramp platform splits twice for very brief periods. The upper routes have dash panels to make up for being longer to navigate, but you're generally faster on the ground. Watch out for fire patches on the ground, caused by the erupting volcano!



This tall mountain has two routes around it. The first is to climb up it, following the road to the left. Fire Snakes populate this narrow road, so be careful as you handle this turn. At the top of the mountain is a glide ramp that will send you on a straight line to the finish.



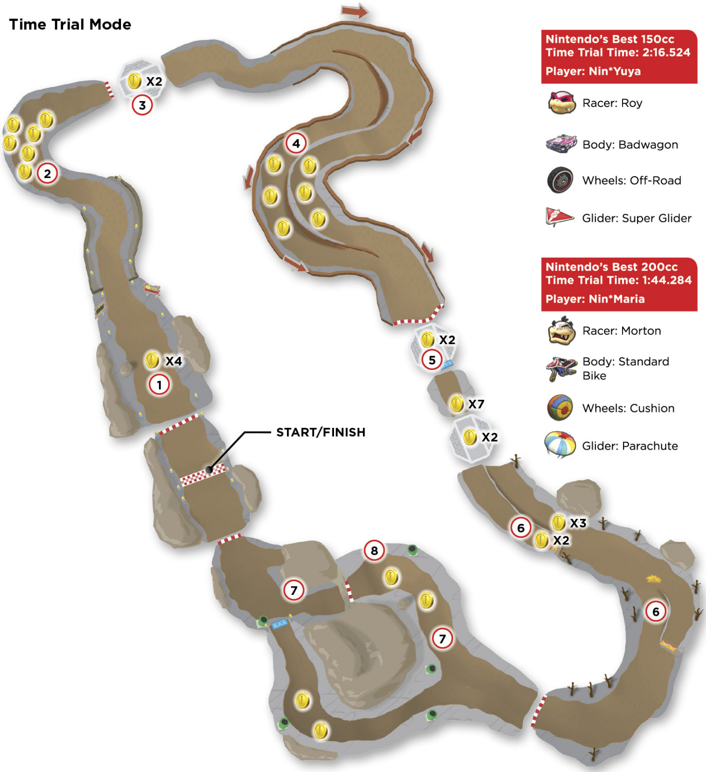
The right-hand route is faster, but more complex to navigate, requiring sharp turns to stay on the road while avoiding the rough terrain and the Fire Snakes on the path.



Things near the mountain change on Lap 3, with a portion of the course sinking away to reveal a small stone ramp. You MUST have a Mushroom available if you want to safely use that ramp to cut past the final turn for a more direct shot at the finish line.

TIME TRIAL

Time Trial Mode



Nintendo's Best 150cc Time Trial Time: 2:16.524

Player: Nin*Yuya

Racer: Roy

Body: Badwagon

Wheels: Off-Road

Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:44.284

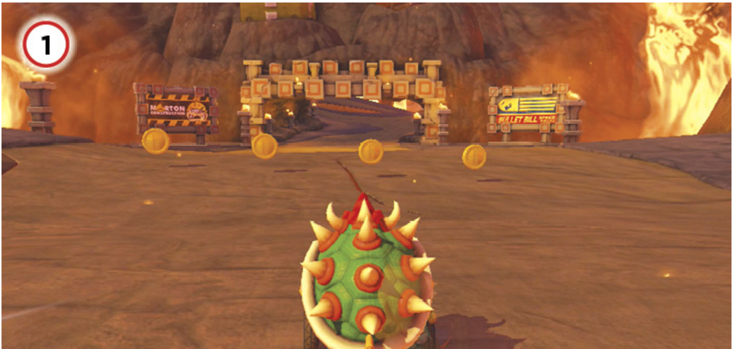
Player: Nin*Maria

Racer: Morton

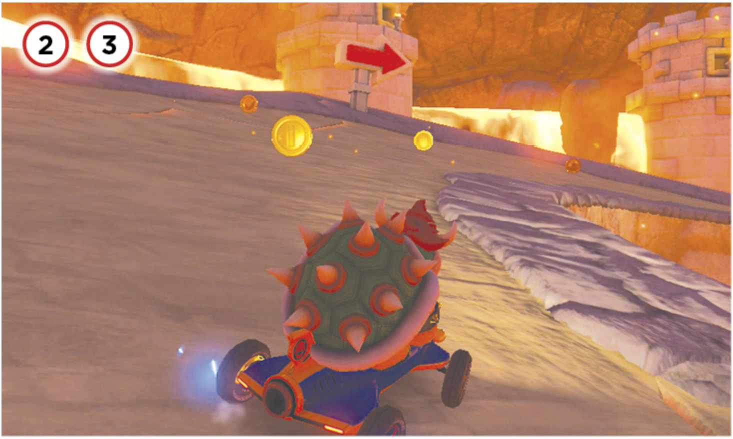
Body: Standard Bike

Wheels: Cushion

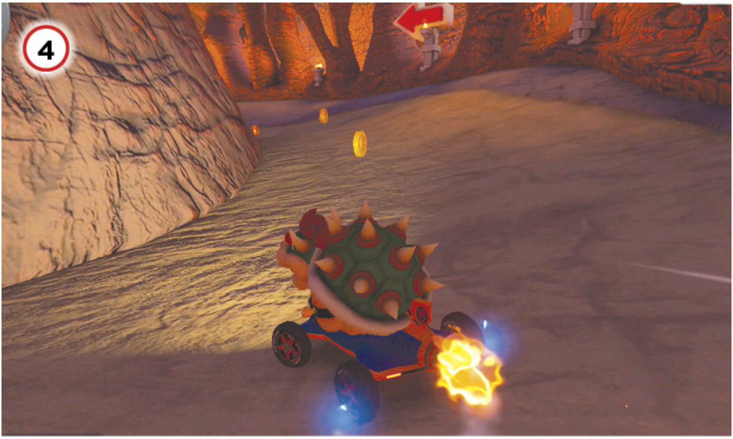
Glider: Parachute



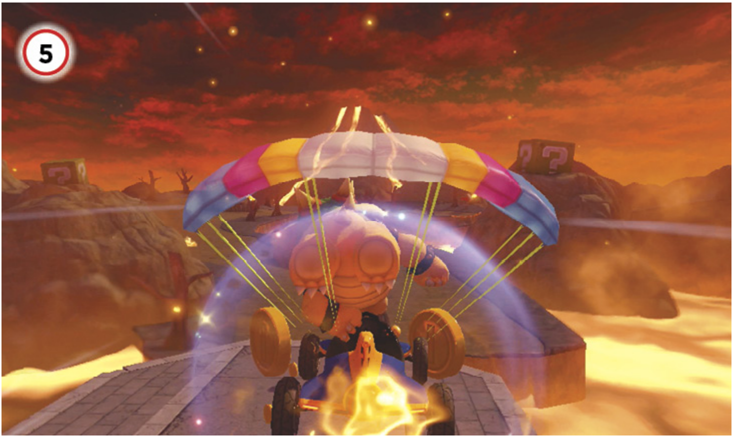
Collect one of the two Coins on the right side of the course just after you start. On later laps, the ground will have collapsed underneath them.



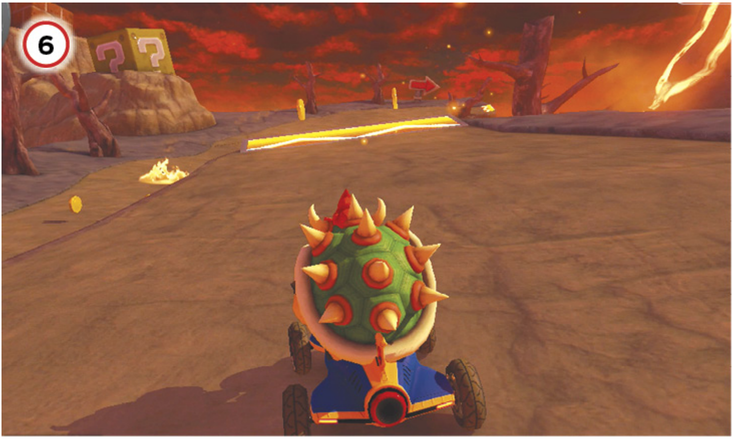
Remember that the first turns as you enter the cave will be more dangerous to navigate on later laps, when the ground has collapsed into the lava. Make sure to collect three Coins on the inside racing line during Lap 1. As you exit the turn, try to set yourself up to collect the two Coins on the moving platform before you enter the next part of the cave.



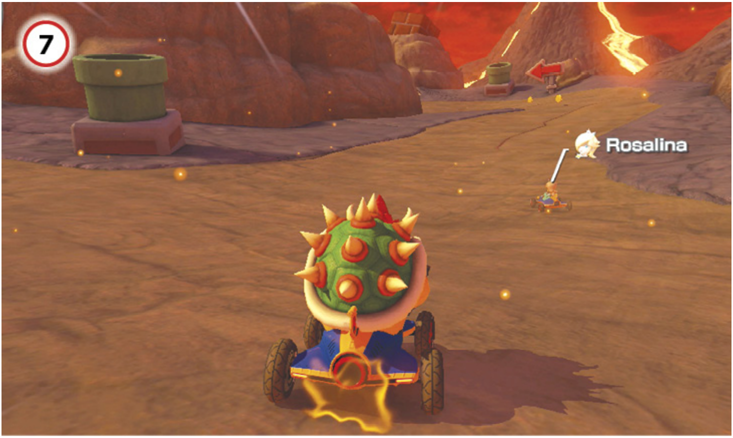
At the track split, stay on the lower level, and make sure you collect the three Coins on that path. You can score multiple Mini-Turbos during this long turn.



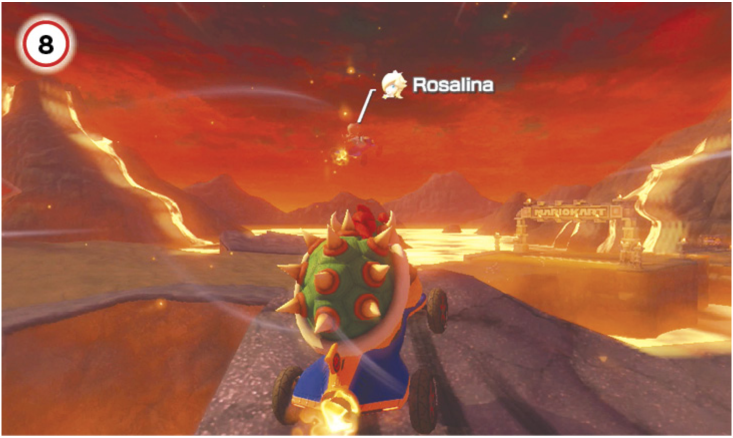
Exiting the caves, you can choose to glide over many of the most dangerous obstacles and collect more Coins in the process. If you've driven well on Lap 1, you can have ten Coins once you finish crossing these moving platforms.



The two raised portions of the track do contain dash panels to speed you along. The first of these raised portions can help cut down on your times. The second forces you to take a wider and longer path to reach it, and it's overall faster to stay on the ground level and drift through the turn as tight to the rough terrain as you can.

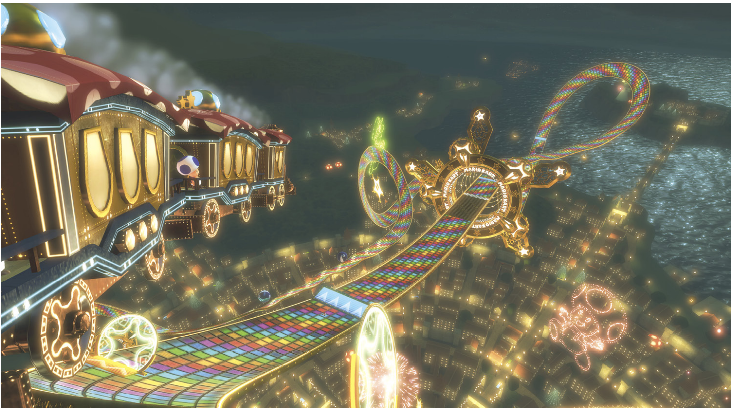


When you reach the final split in the track, take the right-hand route, and cut the final turns by going across the rough ground with a Mushroom.



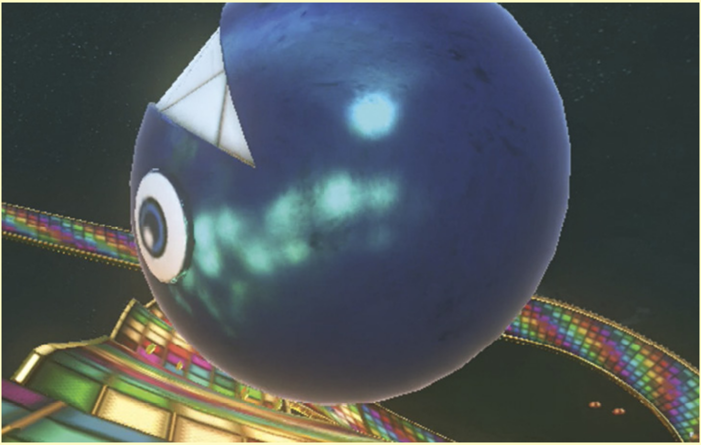
On Lap 3, the terrain near the final turn on the right route will have changed to reveal a vital shortcut over the lava. Using this newly created ramp requires a Mushroom, so make sure you save one for it!

N64 RAINBOW ROAD



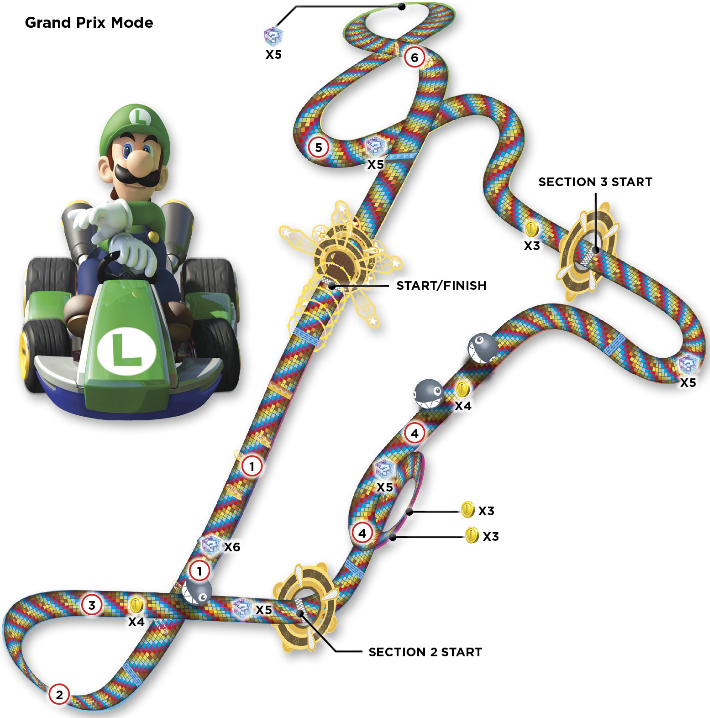
Mario Kart 64’s classic Rainbow Road returns to *Mario Kart 8 Deluxe*! A course known by many for its incredible length compared to all others in its original appearance, N64 Rainbow Road is still one of the longest tracks in the game. Divided into three distinct sections, and having seen some significant changes from its original incarnation, this course is a colorful send-off to the Lightning Cup!

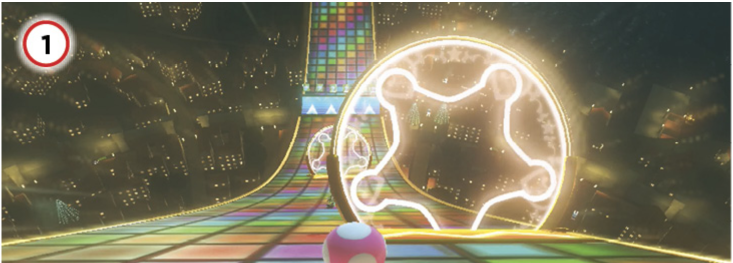
CAUTION: ROADSIDE UNASSISTANCE



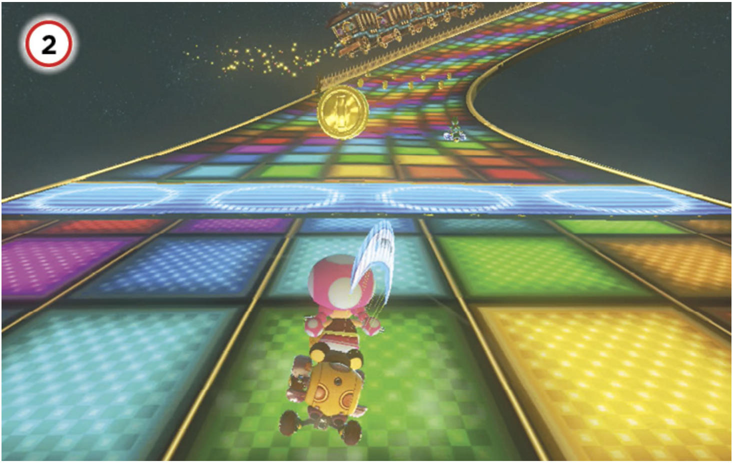
Chain Chomps: The enormous, unchained Chain Chomps bounce on sections of Rainbow Road, sending ripples throughout the track. You can Jump Boost off the crests of these ripples. Just be careful that you don’t send yourself flying off the track, or directly into one of the Chain Chomps!

Grand Prix Mode

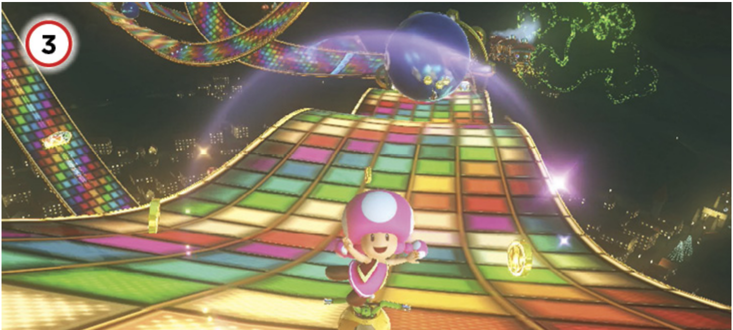




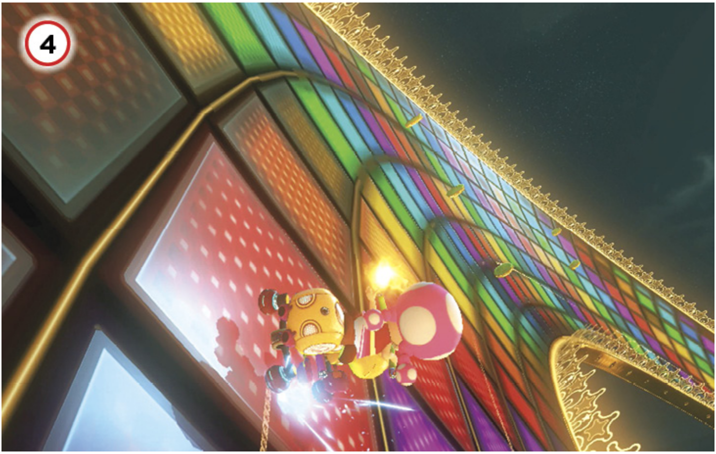
Make sure you go through all three star rings on the first downhill slope. When you get to the glide ramp at the bottom, fly through the two floating star rings.

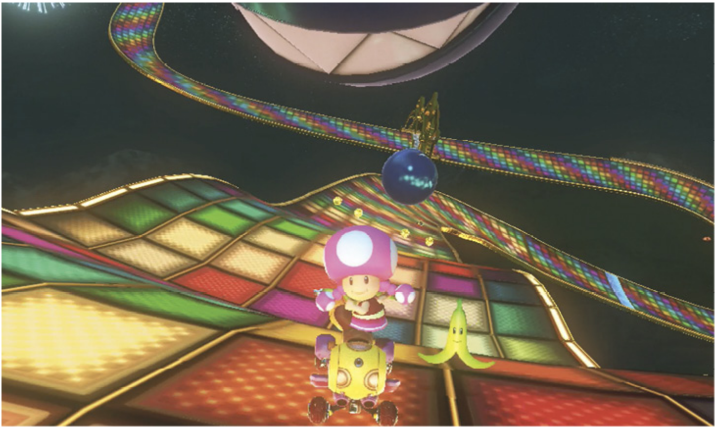


A train full of Toads flies past this long, winding curve to the right, tossing Coins onto the track.

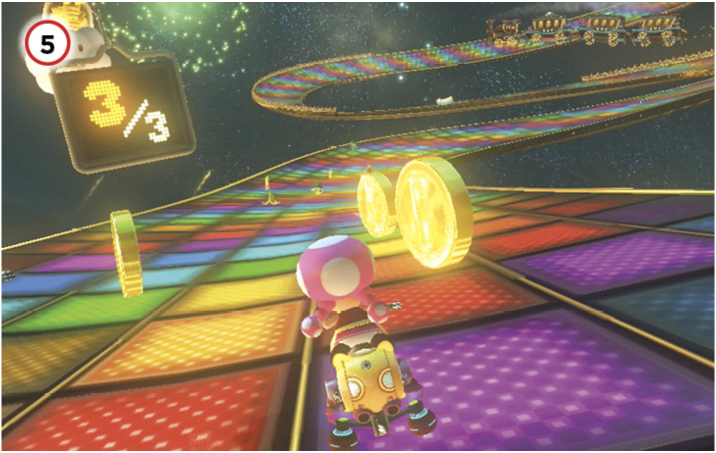


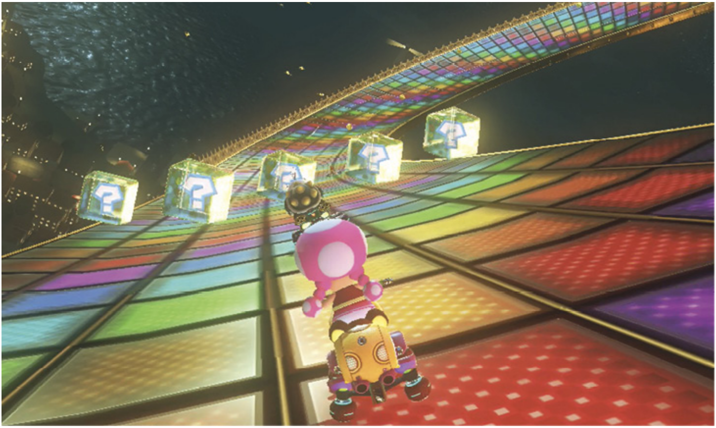
The Chain Chomp bouncing on the track causes it to ripple. You can Jump Boost off the crests of these rolling hills for extra speed—multiple times if the hill is rolling the direction you're traveling.



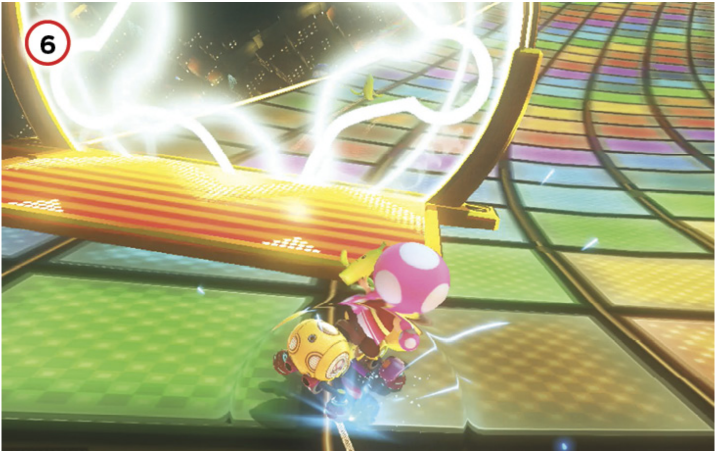


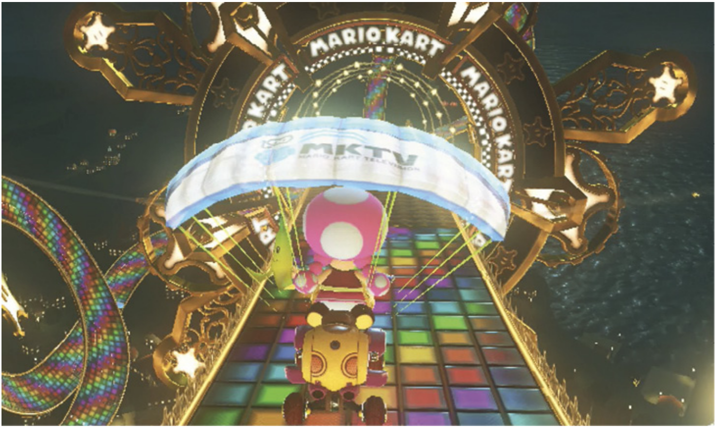
The second section of the course begins with a long, winding right turn that takes you up to a second rippling section of track, with two Chain Chomps making waves this time.





Not long after the third section of the course begins, you enter a series of consecutive turns, and with increasingly fewer guardrails to stop you from sliding off the track if you slip up! Consider holding on to items that you acquire during these turns to use them for the final sprint to the finish.





The star ring dash panels here can be beneficial to use if you're drifting at the correct angles to hit them while avoiding flying off the course. This marks the beginning of the final straightaway in the course, with only one final glide ramp to launch you toward the finish line!

TIME TRIAL

Time Trial Mode

Nintendo's Best 150cc Time Trial Time: 1:33.981

Player: Nin*Leonel

Racer: Metal Mario

Body: Standard ATV

Wheels: Monster

Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:08.128

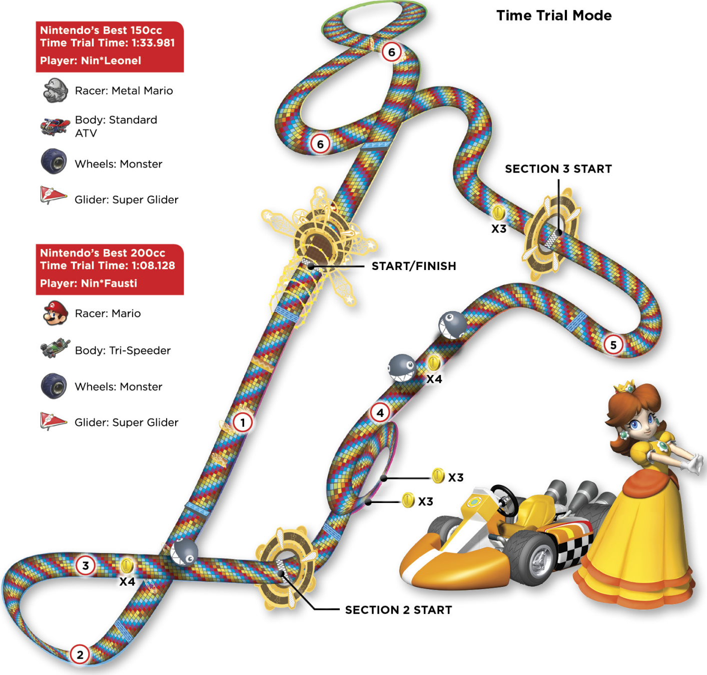
Player: Nin*Fausti

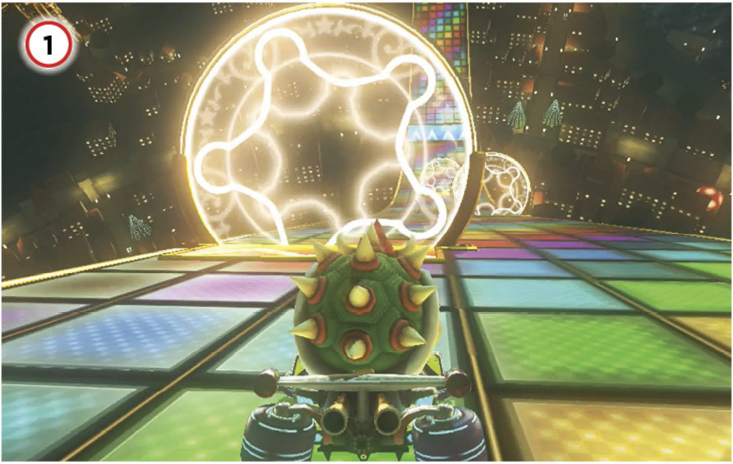
Racer: Mario

Body: Tri-Speeder

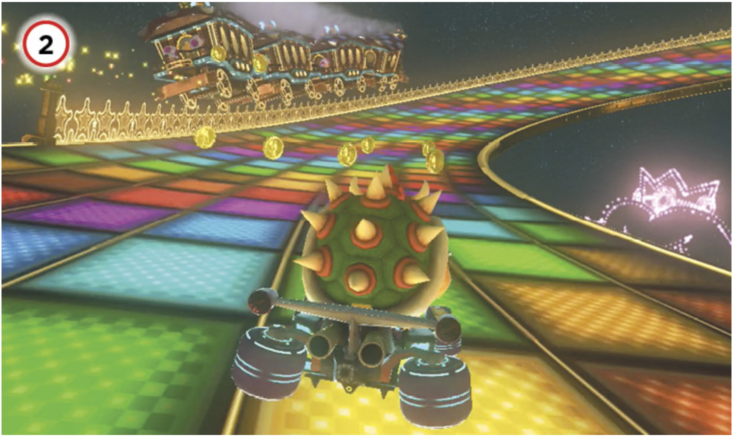
Wheels: Monster

Glider: Super Glider

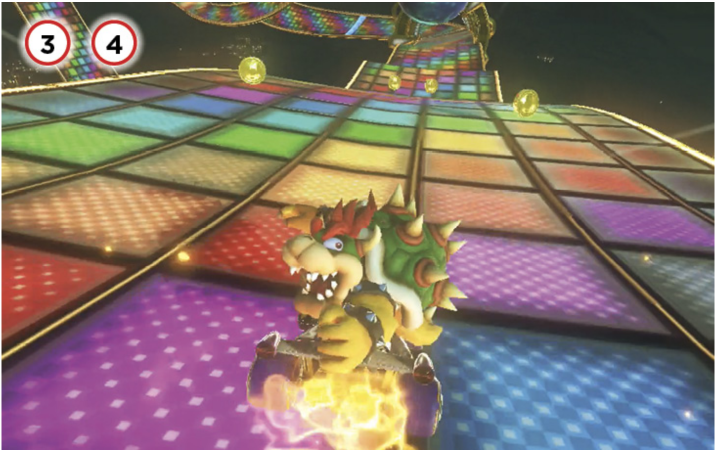


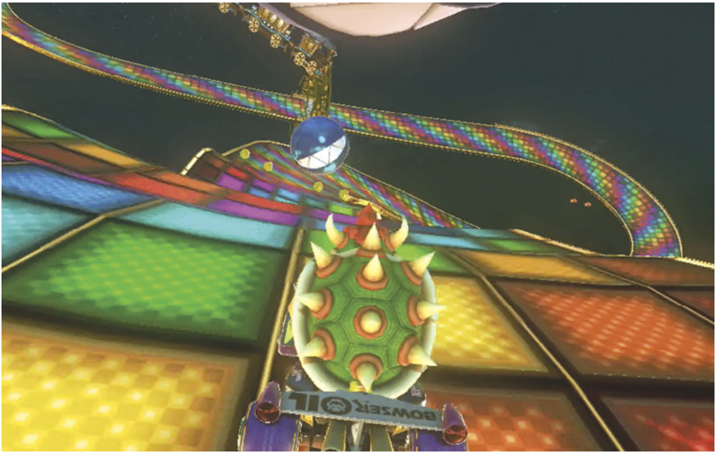


Don’t miss any of the star rings while going down the first hill.

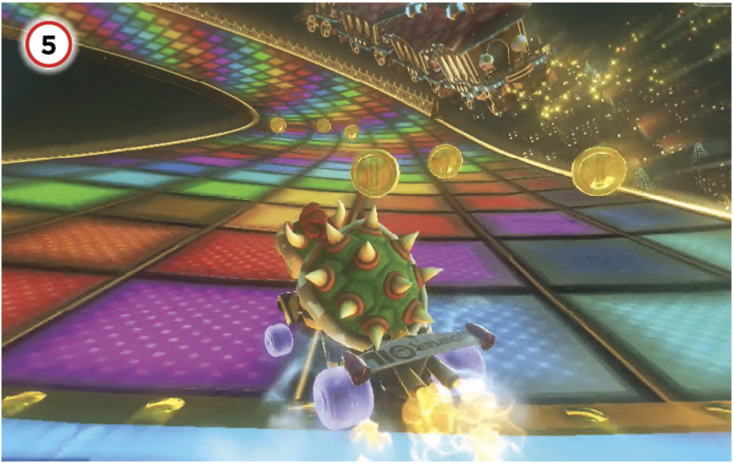


You can’t collect every single Coin that the train passengers throw onto the course during the first turn, but you can drive away with at least five Coins to your name while drifting through this section of the course. You can also use one of your three Mushrooms to exit this turn a little faster.

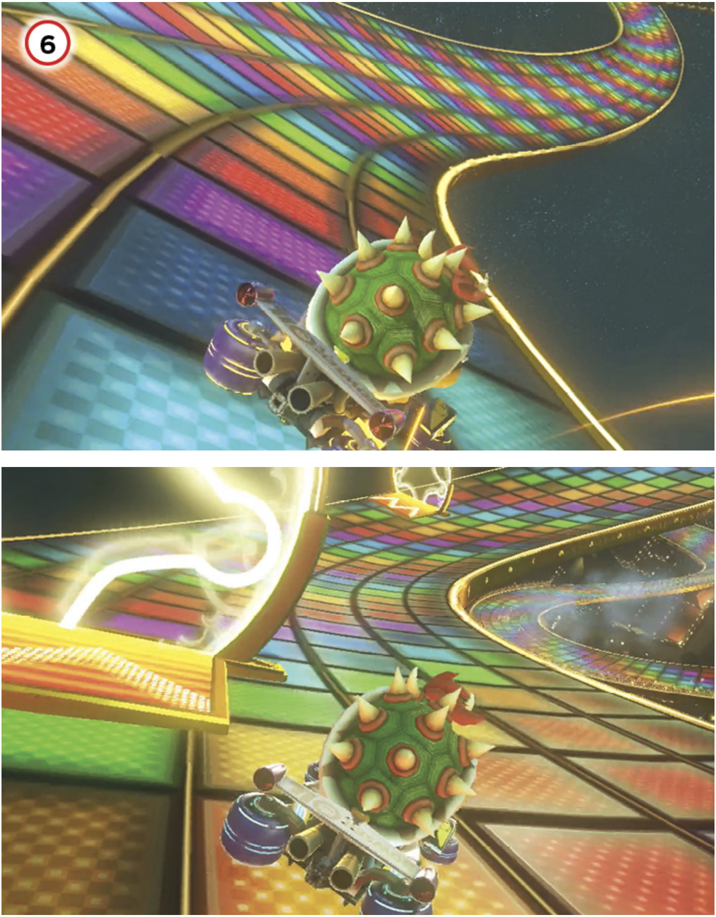




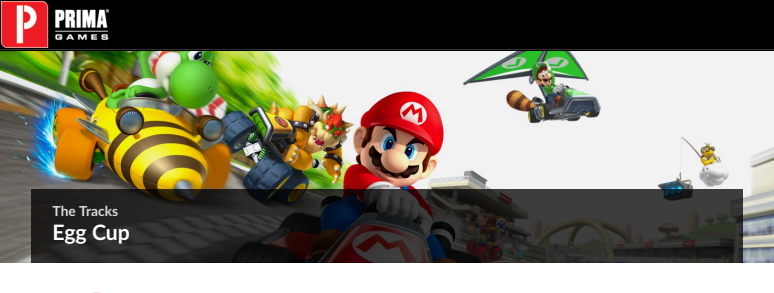
While Jump Boosting off the hills being made by the Chain Chomp, don't miss out on collecting Coins on the track just before you pass the Chain Chomp. They can blend in with the course, so pay attention! You can find more Coins on the second Chain Chomp section.



As you leave the Chain Chomps behind, the train flying next to the track will drop more Coins for you during a long left turn. Once you hit your max, you can afford to take any follow-up turns as tight as possible while ignoring extra Coins. The exit to this turn is another good spot to use one of your Mushrooms.



The final gauntlet of turns leading up to the final straightaway can be taken as tight to the inside as possible. In fact the only time you should drift to the outside of the track here is when you approach the last two dash panels before the glide ramp sends you to the finish. If you still have Mushrooms left at this point, the approach to the finish is your last chance to use them!



The Tracks

Egg Cup

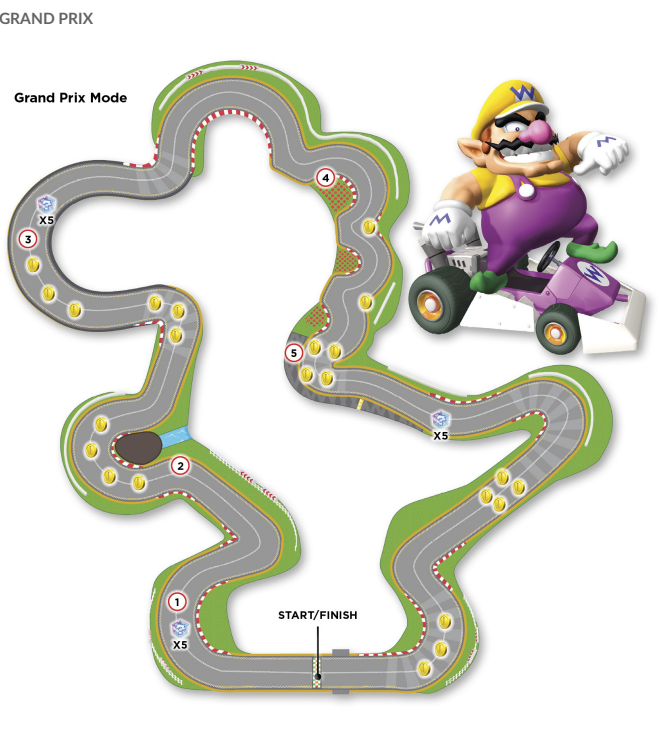
GCN YOSHI CIRCUIT

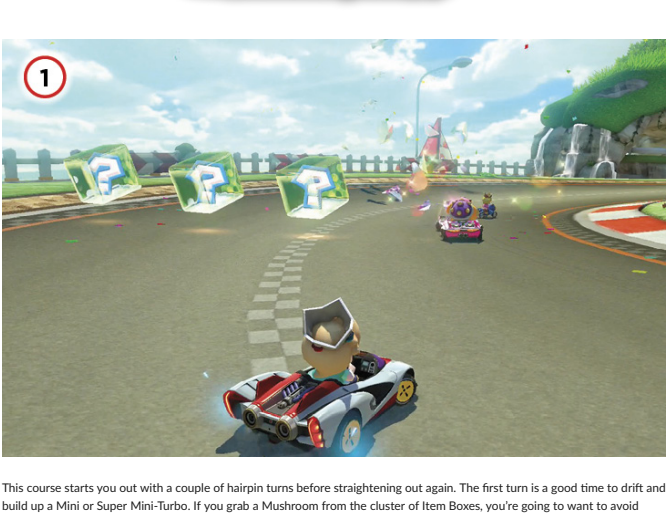
A Double Dash classic returns to the fold to start off the Egg Cup. This course doesn't have much in the way of hazards, but there are plenty of shortcuts and tricks for those willing to master its sharp and plentiful turns.

CAUTION: ROADSIDE UNASSISTANCE

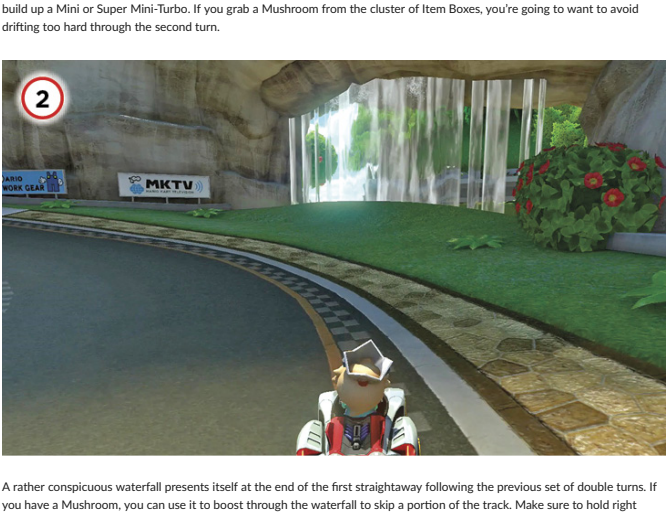
Watch Those Turns: There aren't many hazards on this track, but you do have to watch out for the Piranha Plants along the course. You'll mainly have to focus on navigating sharp turn after sharp turn without hitting any walls.

GRAND PRIX

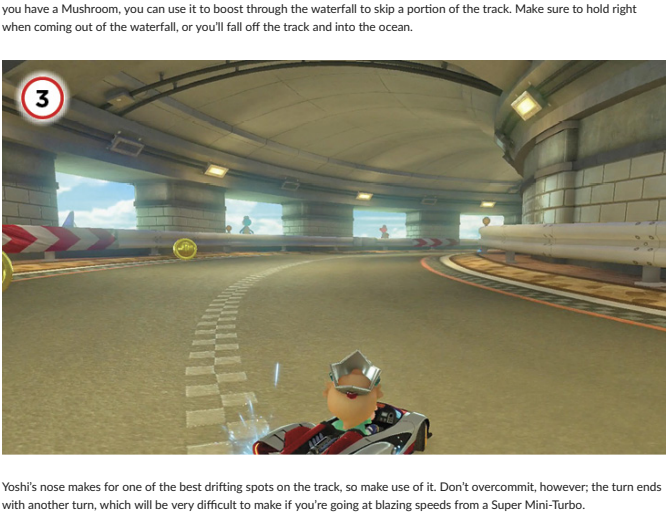




This course starts you out with a couple of hairpin turns before straightening out again. The first turn is a good time to drift and build up a Mini or Super Mini-Turbo. If you grab a Mushroom from the cluster of Item Boxes, you're going to want to avoid drifting too hard through the second turn.

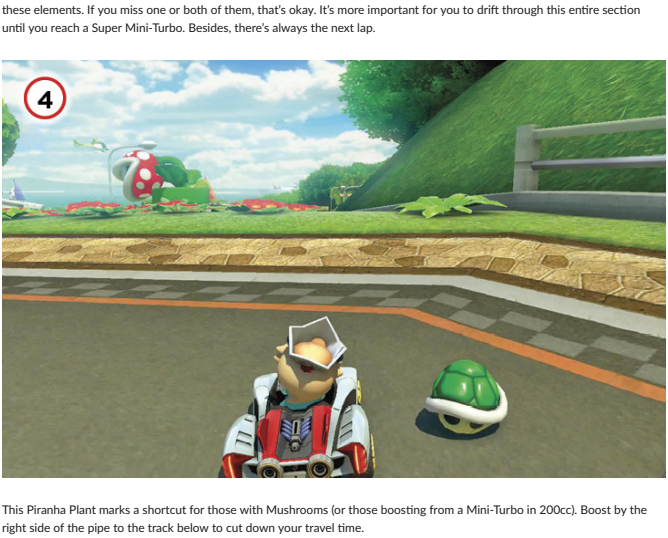


A rather conspicuous waterfall presents itself at the end of the first straightaway following the previous set of double turns. If you have a Mushroom, you can use it to boost through the waterfall to skip a portion of the track. Make sure to hold right when coming out of the waterfall, or you'll fall off the track and into the ocean.

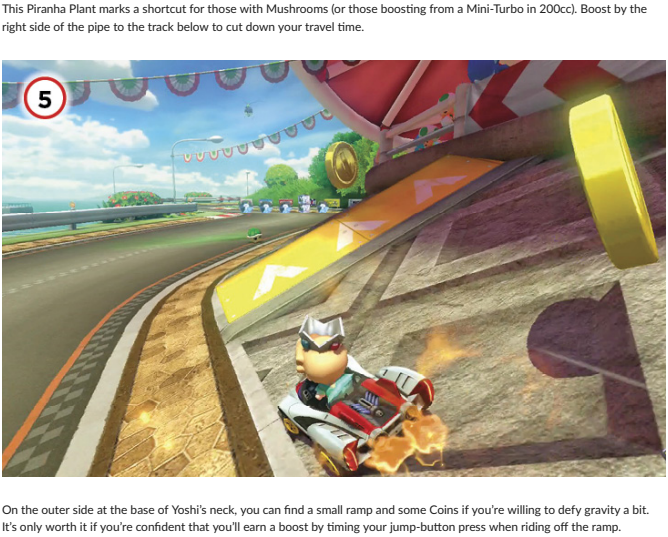


Yoshi's nose makes for one of the best drifting spots on the track, so make use of it. Don't overcommit, however; the turn ends with another turn, which will be very difficult to make if you're going at blazing speeds from a Super Mini-Turbo.

You'll also find a small collection of Coins on the outer lane, along with a grouping of Item Boxes. Try drifting through both of these elements. If you miss one or both of them, that's okay. It's more important for you to drift through this entire section until you reach a Super Mini-Turbo. Besides, there's always the next lap.

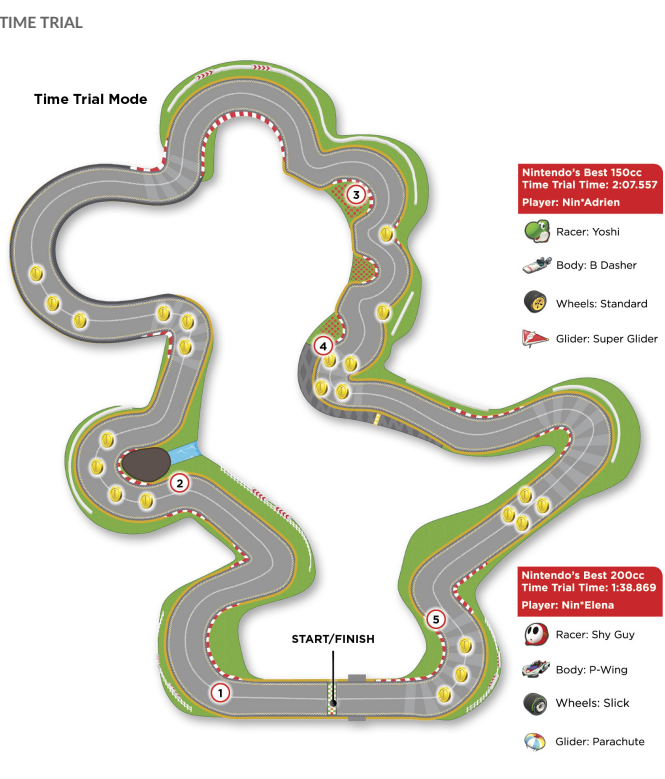


This Piranha Plant marks a shortcut for those with Mushrooms (or those boosting from a Mini-Turbo in 200cc). Boost by the right side of the pipe to the track below to cut down your travel time.



On the outer side at the base of Yoshi's neck, you can find a small ramp and some Coins if you're willing to defy gravity a bit. It's only worth it if you're confident that you'll earn a boost by timing your jump-button press when riding off the ramp.

TIME TRIAL

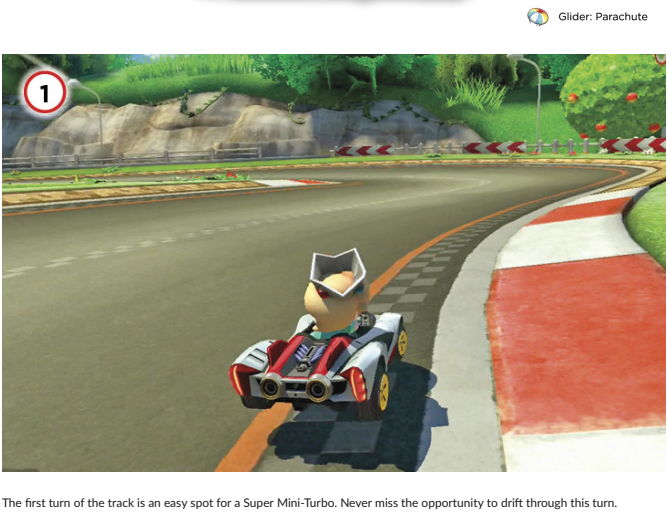


Nintendo's Best 150cc Time Trial Time: 2:07.557
Player: Nin☆Adrien

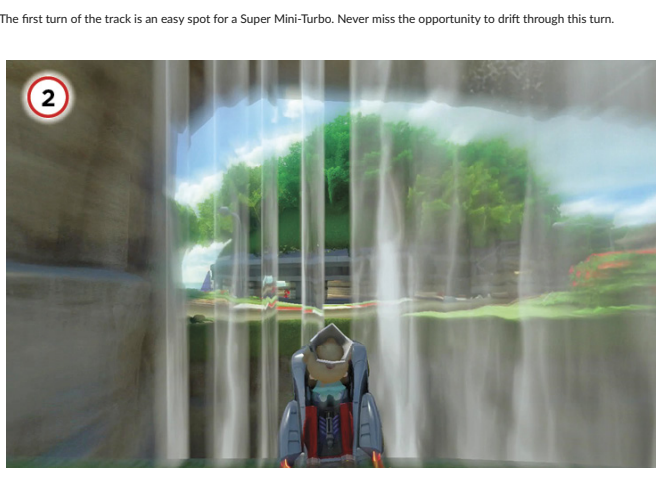
Racer: Yoshi
Body: B Dasher
Wheels: Standard
Glider: Super Glider

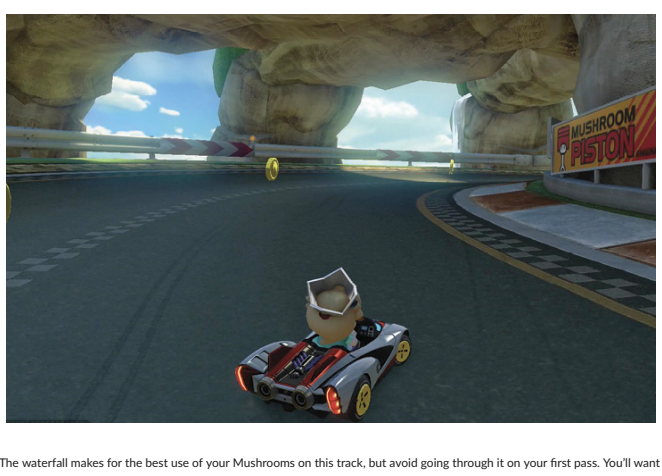
Nintendo's Best 200cc Time Trial Time: 1:38.869
Player: Nin☆Elena

Racer: Shy Guy
Body: P-Wing
Wheels: Slick
Glider: Parachute



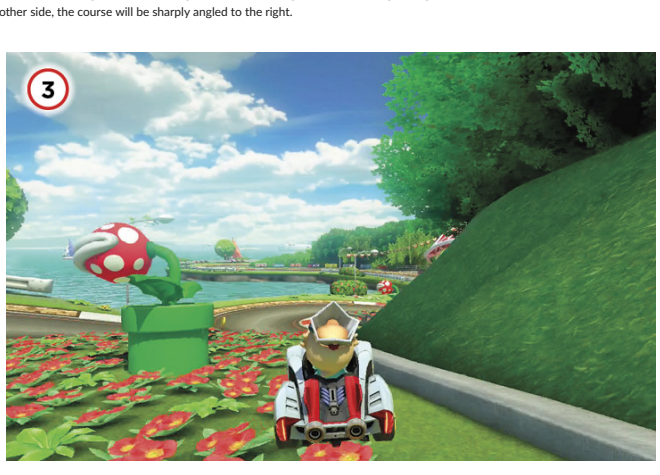
The first turn of the track is an easy spot for a Super Mini-Turbo. Never miss the opportunity to drift through this turn.

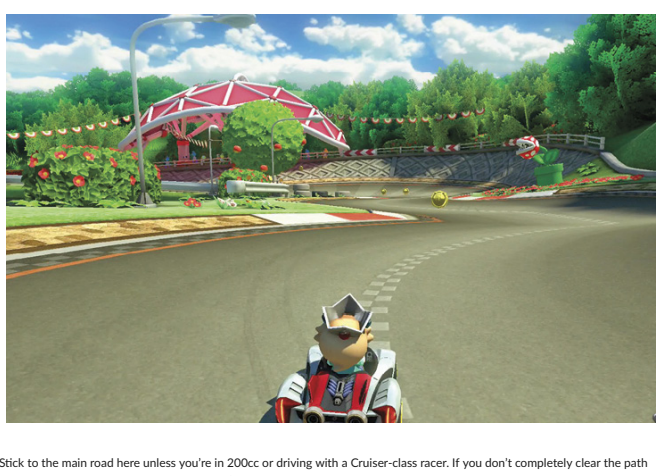




The waterfall makes for the best use of your Mushrooms on this track, but avoid going through it on your first pass. You'll want to follow the normal route to grab the four Coins that line the track ahead. After the first lap, use your Mushrooms to jet through the waterfall every time you see it.

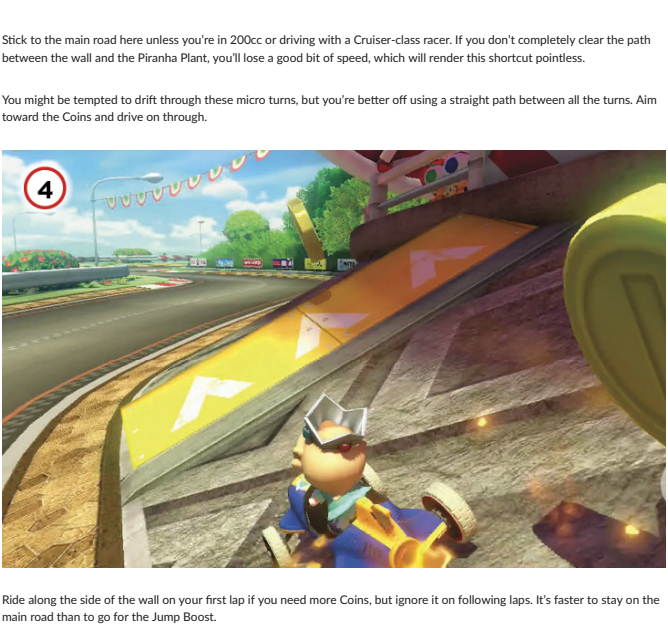
A word of warning: make sure to angle yourself to the right when launching through the waterfall. When you come out the other side, the course will be sharply angled to the right.



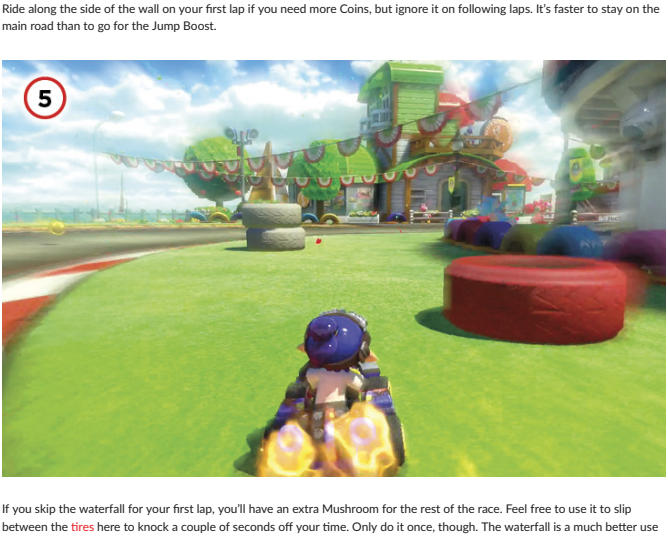


Stick to the main road here unless you're in 200cc or driving with a Cruiser-class racer. If you don't completely clear the path between the wall and the Piranha Plant, you'll lose a good bit of speed, which will render this shortcut pointless.

You might be tempted to drift through these micro turns, but you're better off using a straight path between all the turns. Aim toward the Coins and drive on through.

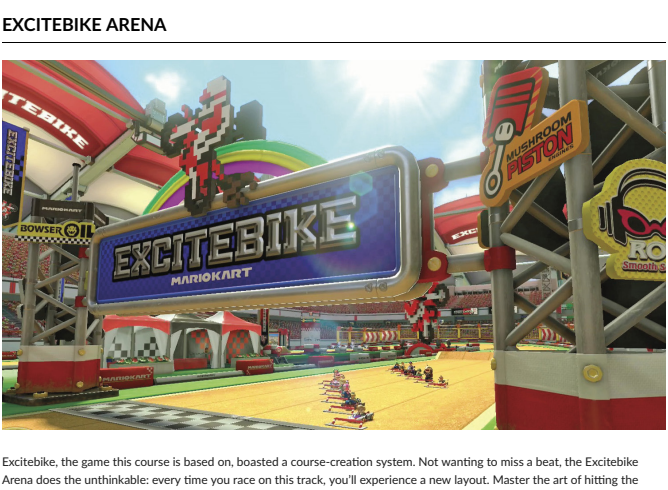


Ride along the side of the wall on your first lap if you need more Coins, but ignore it on following laps. It's faster to stay on the main road than to go for the Jump Boost.



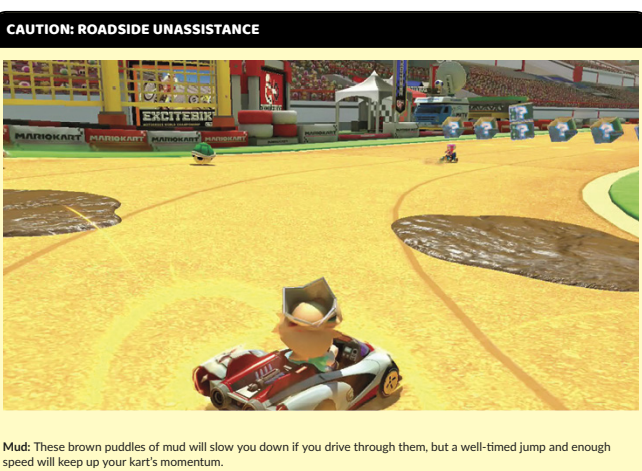
If you skip the waterfall for your first lap, you'll have an extra Mushroom for the rest of the race. Feel free to use it to slip between the tires here to knock a couple of seconds off your time. Only do it once, though. The waterfall is a much better use of your remaining Mushrooms.

EXCITEBIKE ARENA

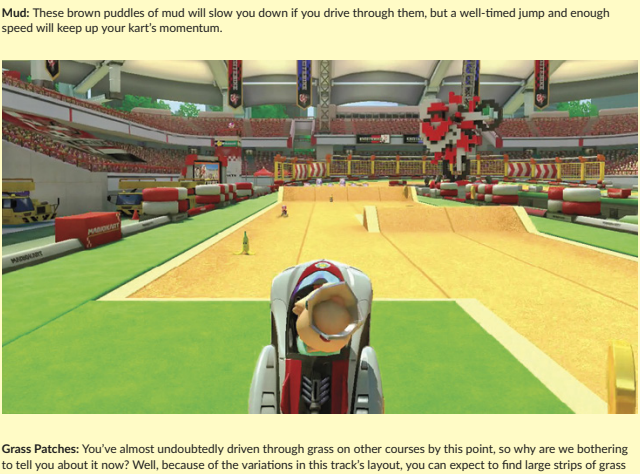


Excitebike, the game this course is based on, boasted a course-creation system. Not wanting to miss a beat, the Excitebike Arena does the unthinkable: every time you race on this track, you'll experience a new layout. Master the art of hitting the jump button while riding off ramps, and you'll blaze through this course with ease.

CAUTION: ROADSIDE UNASSISTANCE

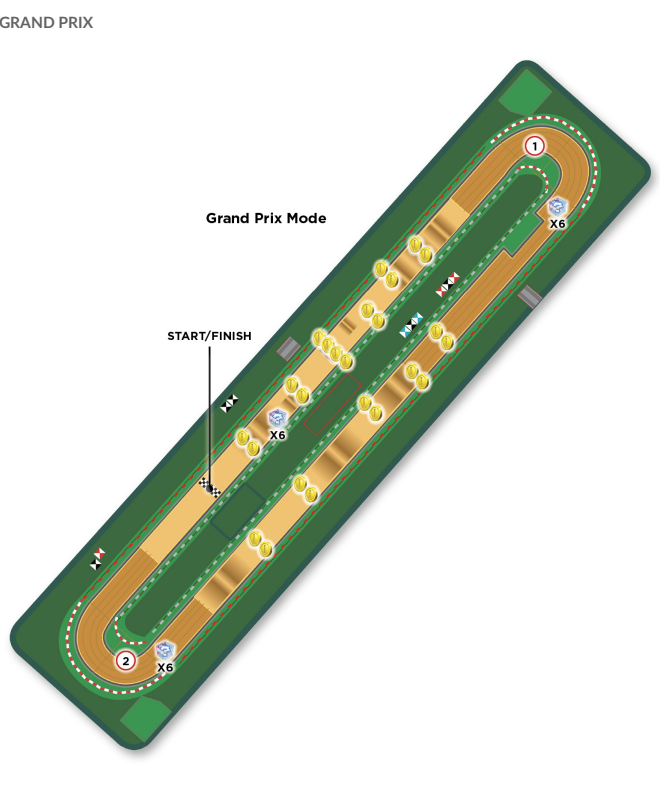


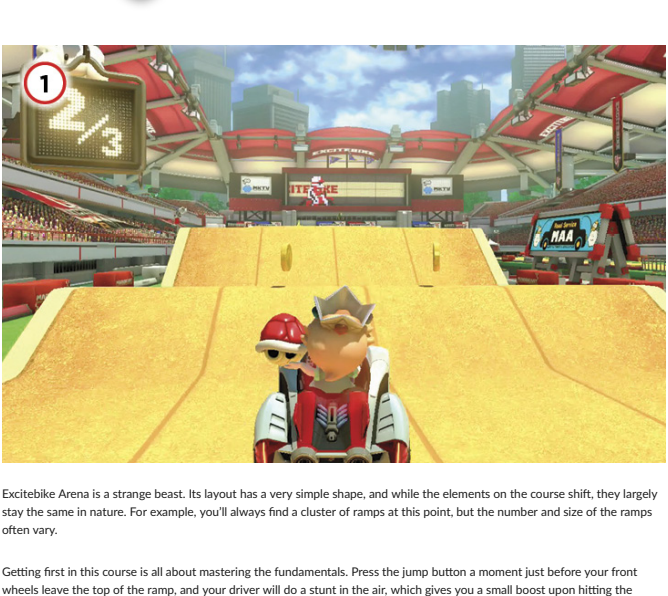
Mud: These brown puddles of mud will slow you down if you drive through them, but a well-timed jump and enough speed will keep up your kart's momentum.



Grass Patches: You've almost undoubtedly driven through grass on other courses by this point, so why are we bothering to tell you about it now? Well, because of the variations in this track's layout, you can expect to find large strips of grass that take up half of what should be drivable track. They can sneak up on you, so be ready to swerve into a different lane should one of these patches appear on your version of the course.

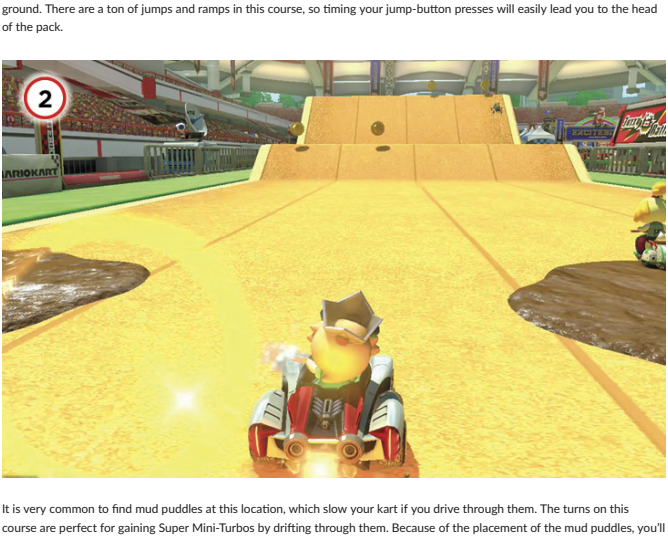
GRAND PRIX



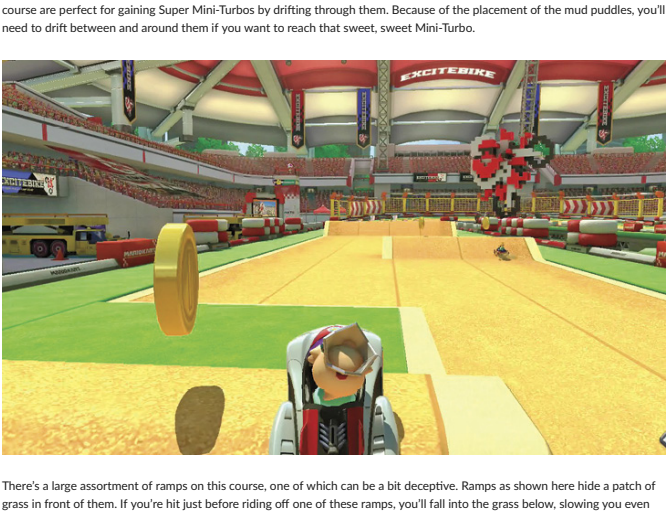


Excitebike Arena is a strange beast. Its layout has a very simple shape, and while the elements on the course shift, they largely stay the same in nature. For example, you'll always find a cluster of ramps at this point, but the number and size of the ramps often vary.

Getting first in this course is all about mastering the fundamentals. Press the jump button a moment just before your front wheels leave the top of the ramp, and your driver will do a stunt in the air, which gives you a small boost upon hitting the ground. There are a ton of jumps and ramps in this course, so timing your jump-button presses will easily lead you to the head of the pack.

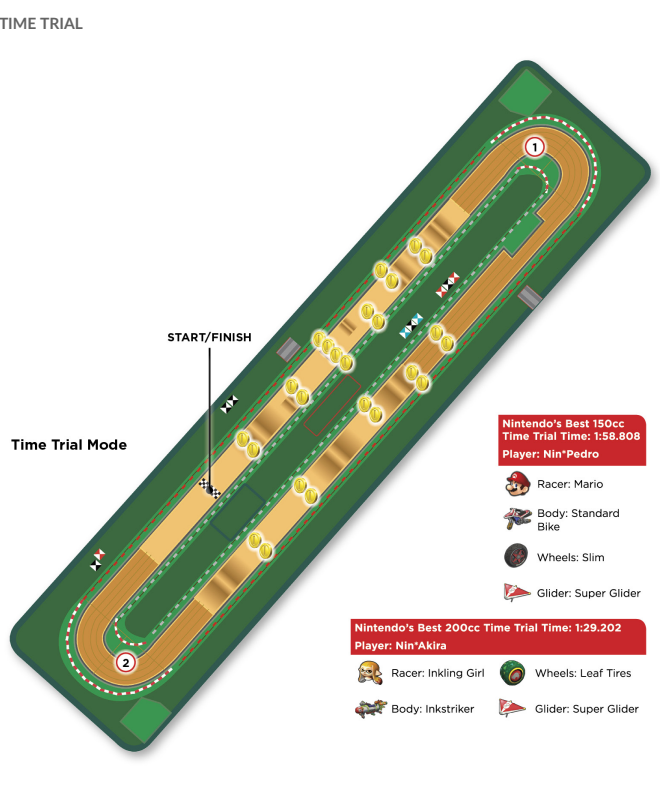


It is very common to find mud puddles at this location, which slow your kart if you drive through them. The turns on this course are perfect for gaining Super Mini-Turbos by drifting through them. Because of the placement of the mud puddles, you'll need to drift between and around them if you want to reach that sweet, sweet Mini-Turbo.



There's a large assortment of ramps on this course, one of which can be a bit deceptive. Ramps as shown here hide a patch of grass in front of them. If you're hit just before riding off one of these ramps, you'll fall into the grass below, slowing you even further. If you're not driving at max speed, avoid these altogether.

TIME TRIAL

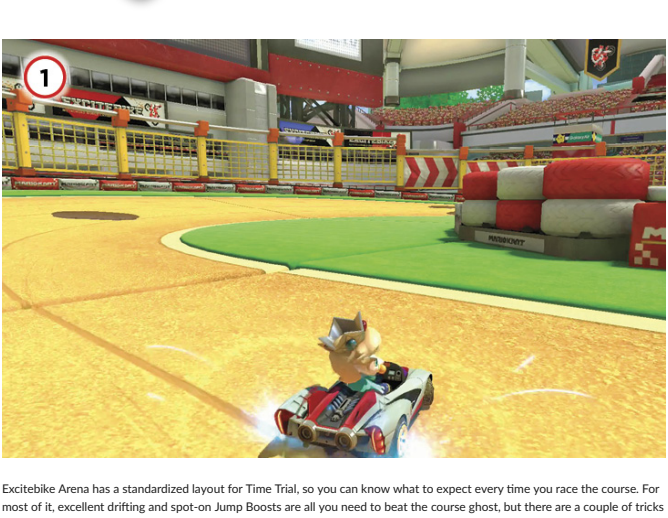


Nintendo's Best 150cc Time Trial Time: 1:58.808
Player: Nin☆Pedro

Racer: Mario
Body: Standard Bike
Wheels: Slim
Glider: Super Glider

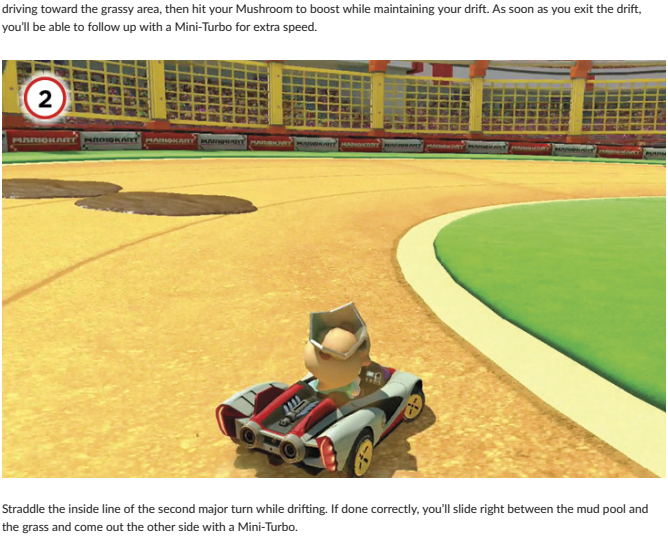
Nintendo's Best 200cc Time Trial Time: 1:29.202
Player: Nin☆Akira

Racer: Inkling Girl
Wheels: Leaf Tires
Body: Inkstriker
Glider: Super Glider



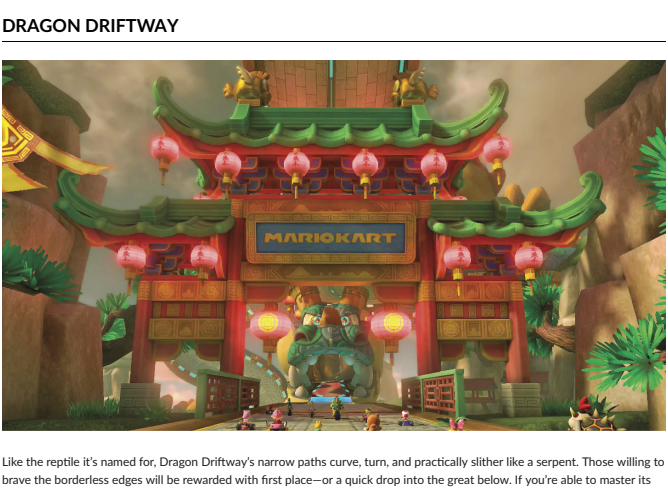
Excitebike Arena has a standardized layout for Time Trial, so you can know what to expect every time you race the course. For most of it, excellent drifting and spot-on Jump Boosts are all you need to beat the course ghost, but there are a couple of tricks that will help you get an even better time.

For starters, use your Mushrooms exclusively to cut through the grassy knoll on the inside of the first turn. Start a drift while driving toward the grassy area, then hit your Mushroom to boost while maintaining your drift. As soon as you exit the drift, you'll be able to follow-up with a Mini-Turbo for extra speed.



Straddle the inside line of the second major turn while drifting. If done correctly, you'll slide right between the mud pool and the grass and come out the other side with a Mini-Turbo.

DRAGON DRIFTWAY

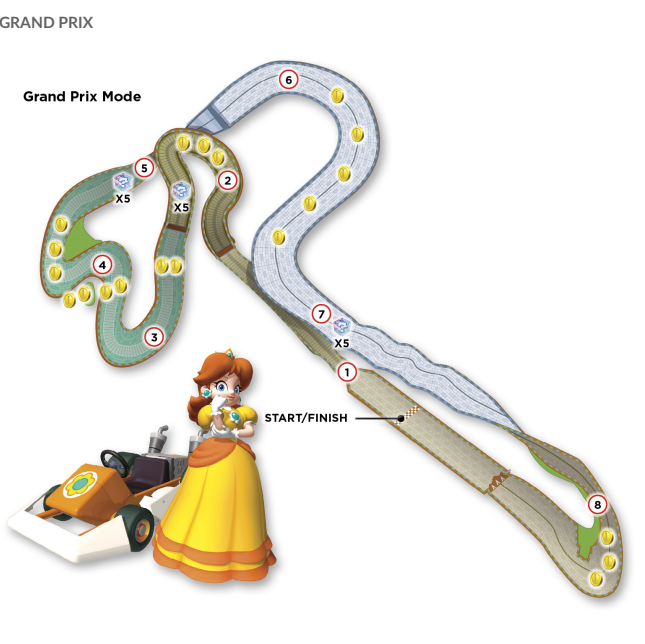


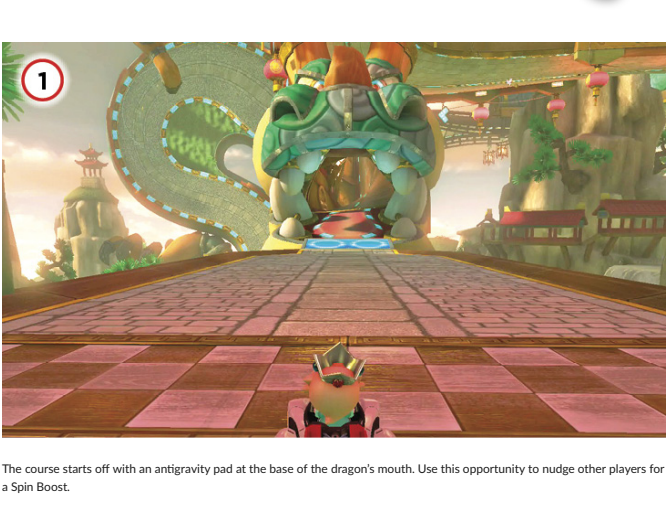
Like the reptile it's named for, Dragon Driftway's narrow paths curve, turn, and practically slither like a serpent. Those willing to brave the borderless edges will be rewarded with first place—or a quick drop into the great below. If you're able to master its ever-winding road, you'll leave your mark on this challenging course.

CAUTION: ROADSIDE UNASSISTANCE

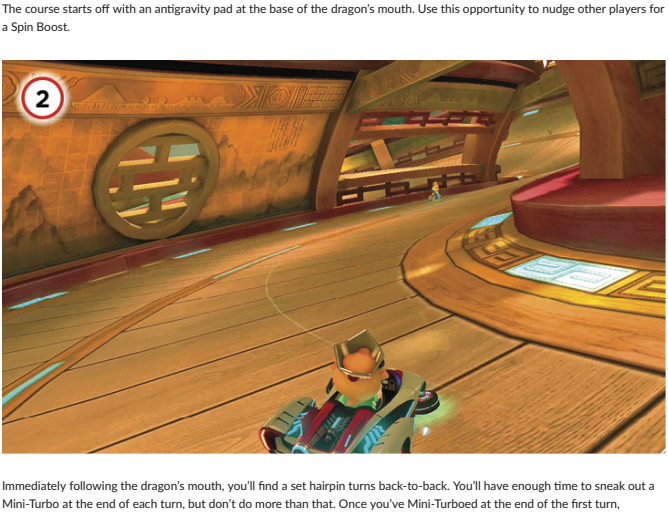
Watch Those Turns: There are no immediate hazards on this track, but there are plenty of borderless track segments and a massive amount of hairpin turns. Be ready to put your drifting skills to the test.

GRAND PRIX

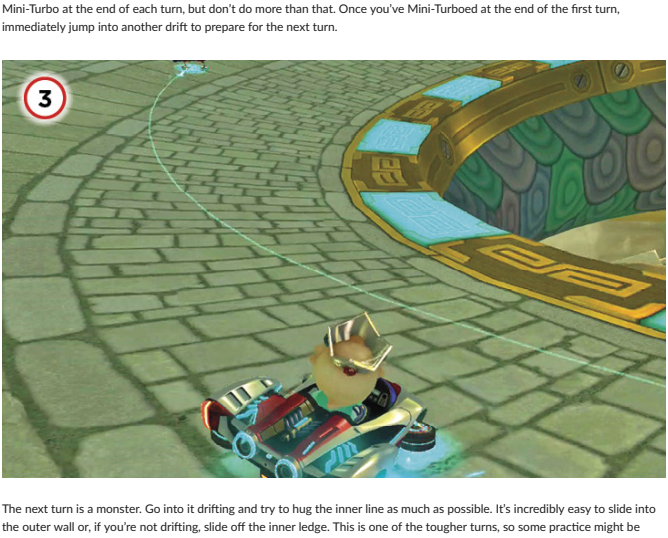




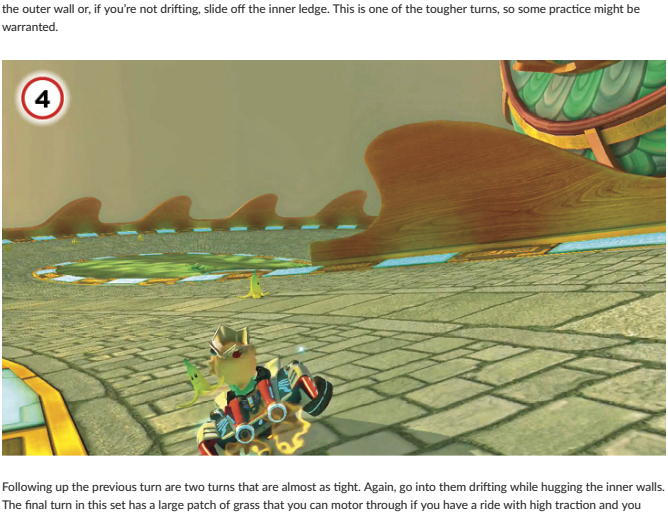
The course starts off with an antigravity pad at the base of the dragon's mouth. Use this opportunity to nudge other players for a Spin Boost.



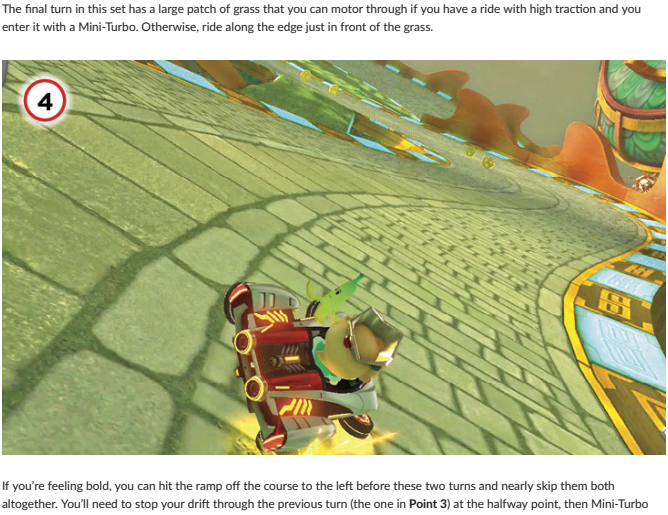
Immediately following the dragon's mouth, you'll find a set hairpin turns back-to-back. You'll have enough time to sneak out a Mini-Turbo at the end of each turn, but don't do more than that. Once you've Mini-Turboed at the end of the first turn, immediately jump into another drift to prepare for the next turn.



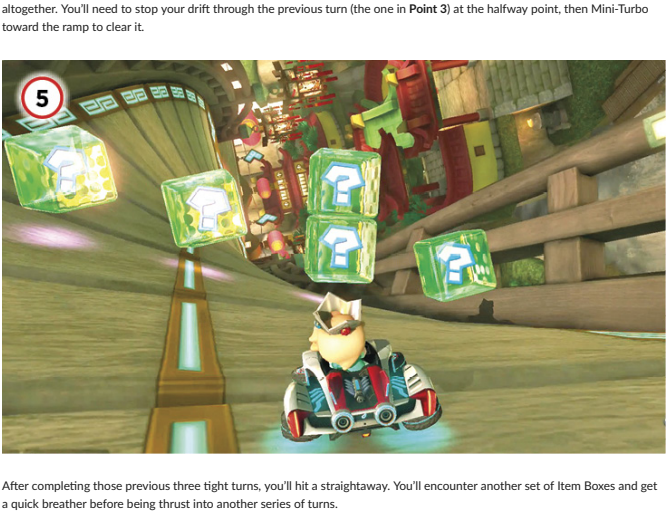
The next turn is a monster. Go into it drifting and try to hug the inner line as much as possible. It's incredibly easy to slide into the outer wall or, if you're not drifting, slide off the inner ledge. This is one of the tougher turns, so some practice might be warranted.



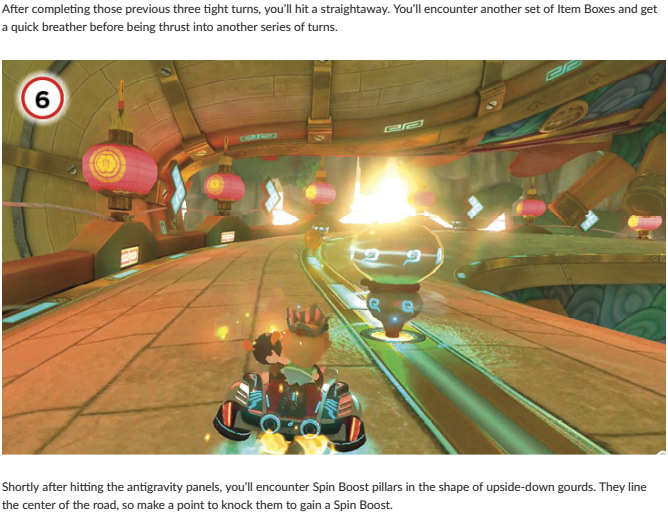
Following up the previous turn are two turns that are almost as tight. Again, go into them drifting while hugging the inner walls. The final turn in this set has a large patch of grass that you can motor through if you have a ride with high traction and you enter it with a Mini-Turbo. Otherwise, ride along the edge just in front of the grass.



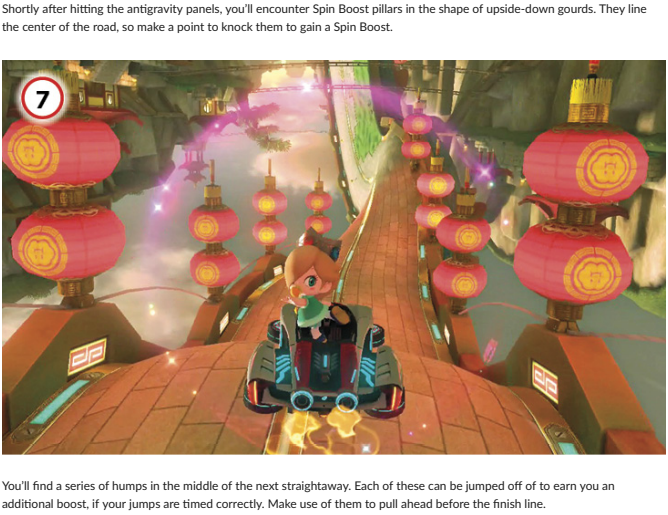
If you're feeling bold, you can hit the ramp off the course to the left before these two turns and nearly skip them both altogether. You'll need to stop your drift through the previous turn (the one in **Point 3**) at the halfway point, then Mini-Turbo toward the ramp to clear it.



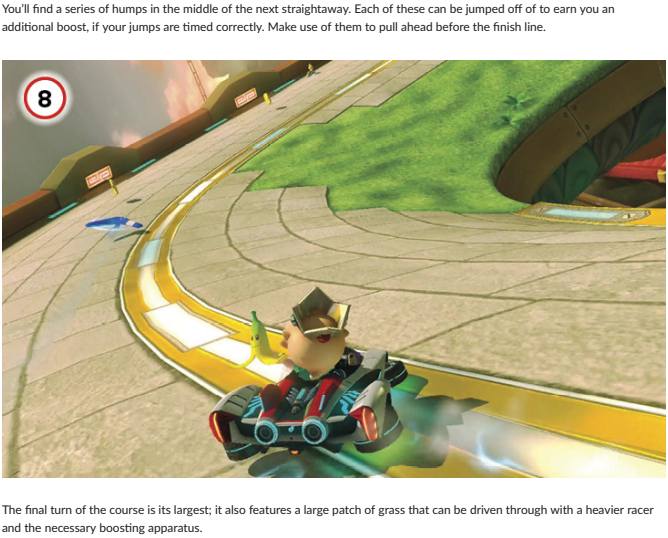
After completing those previous three tight turns, you'll hit a straightaway. You'll encounter another set of Item Boxes and get a quick breather before being thrust into another series of turns.



Shortly after hitting the antigravity panels, you'll encounter Spin Boost pillars in the shape of upside-down gourds. They line the center of the road, so make a point to knock them to gain a Spin Boost.

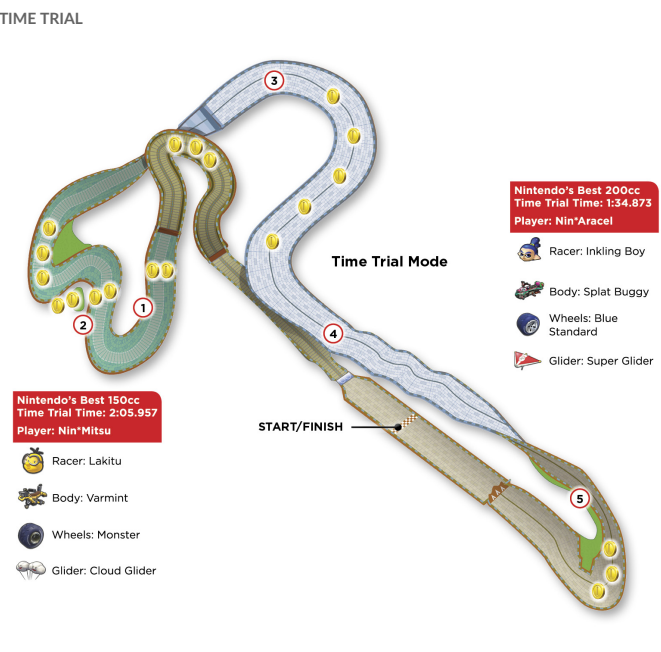


You'll find a series of humps in the middle of the next straightaway. Each of these can be jumped off of to earn you an additional boost, if your jumps are timed correctly. Make use of them to pull ahead before the finish line.



The final turn of the course is its largest; it also features a large patch of grass that can be driven through with a heavier racer and the necessary boosting apparatus.

TIME TRIAL

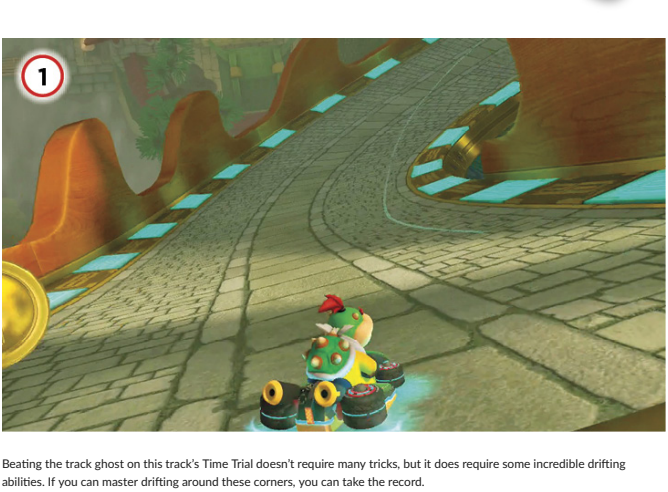


Nintendo's Best 200cc Time Trial Time: 1:34.873
Player: Nin☆Aracel

Racer: Inkling Boy
Body: Splat Buggy
Wheels: Blue Standard
Glider: Super Glider

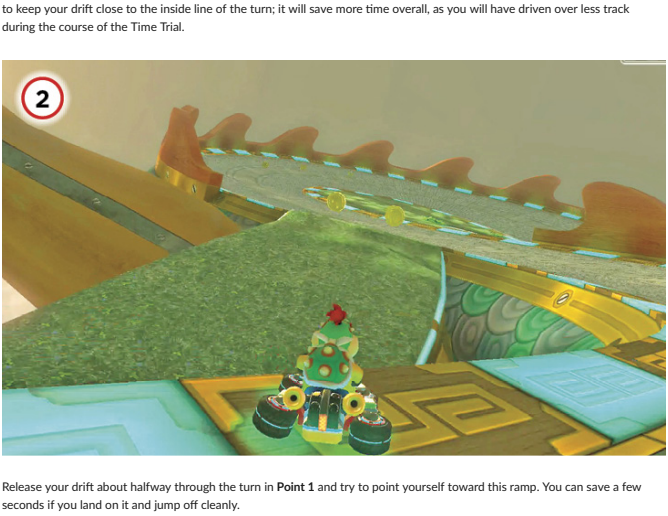
Nintendo's Best 150cc Time Trial Time: 2:05.957
Player: Nin☆Mitsu

Racer: Lakitu
Body: Varmint
Wheels: Monster
Glider: Cloud Glider

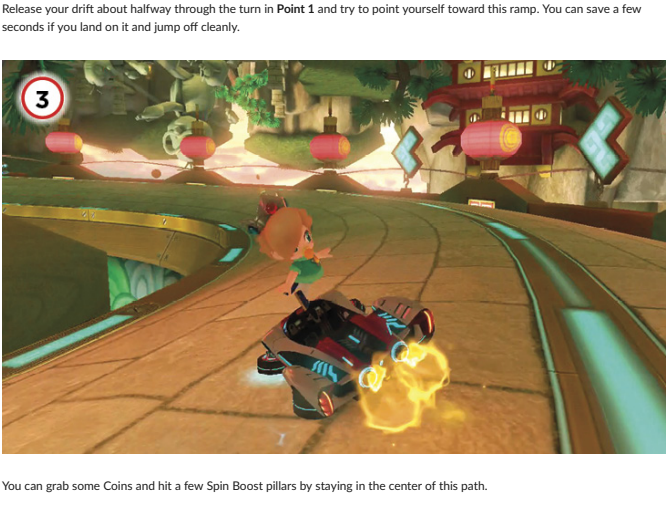


Beating the track ghost on this track's Time Trial doesn't require many tricks, but it does require some incredible drifting abilities. If you can master drifting around these corners, you can take the record.

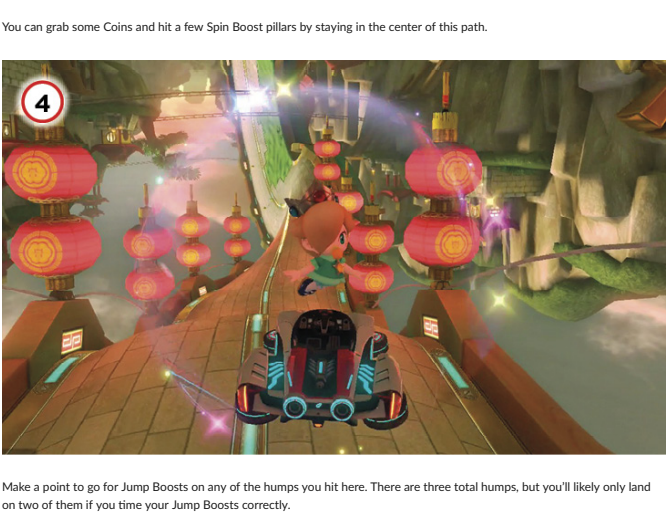
The track starts with a couple of tight turns, then leads up to a large set of turns that are great for building up Mini-Turbos. Try to keep your drift close to the inside line of the turn; it will save more time overall, as you will have driven over less track during the course of the Time Trial.



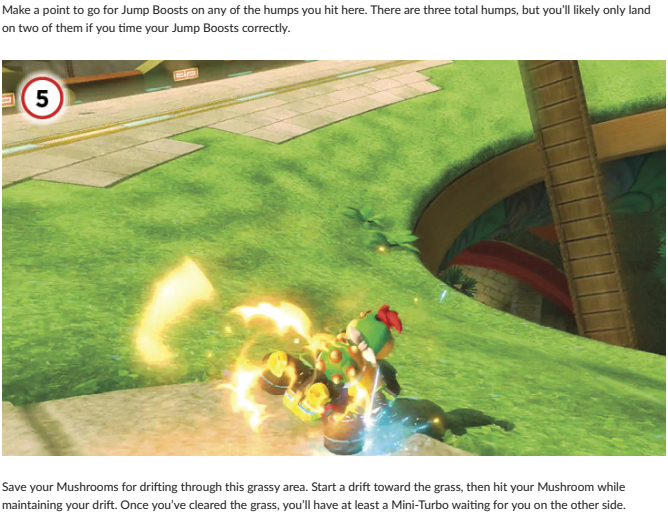
Release your drift about halfway through the turn in **Point 1** and try to point yourself toward this ramp. You can save a few seconds if you land on it and jump off cleanly.



You can grab some Coins and hit a few Spin Boost pillars by staying in the center of this path.

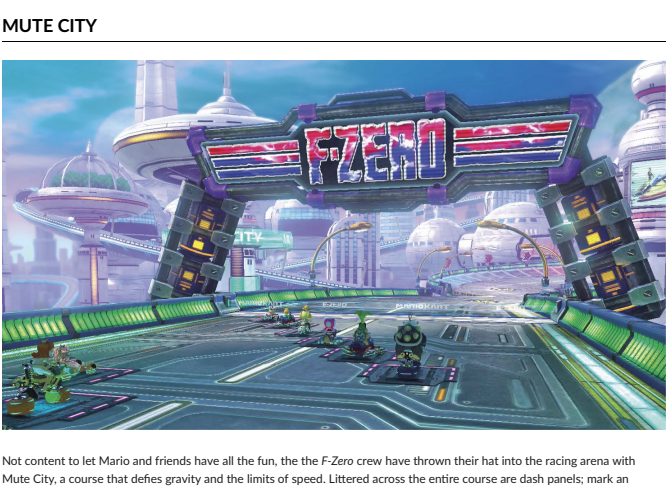


Make a point to go for Jump Boosts on any of the humps you hit here. There are three total humps, but you'll likely only land on two of them if you time your Jump Boosts correctly.



Save your Mushrooms for drifting through this grassy area. Start a drift toward the grass, then hit your Mushroom while maintaining your drift. Once you've cleared the grass, you'll have at least a Mini-Turbo waiting for you on the other side.

MUTE CITY

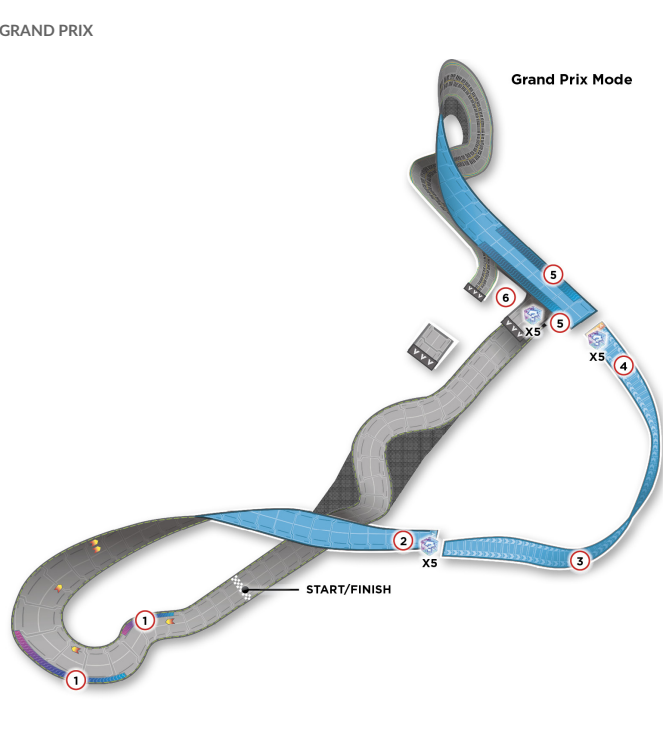


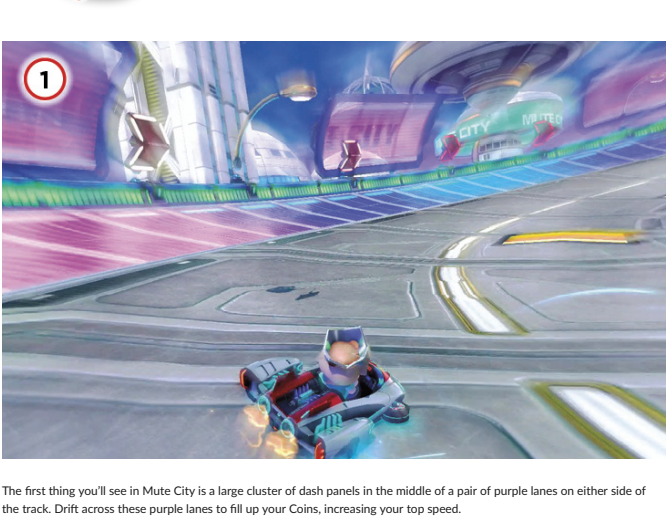
Not content to let Mario and friends have all the fun, the F-Zero crew have thrown their hat into the racing arena with Mute City, a course that defies gravity and the limits of speed. Littered across the entire course are dash panels; mark an optimal path to hit as many of them as possible and you'll steal the lead. Miss them and you'll be praying for a Lightning power-up to get you back in the race. Mute City is a thrilling and challenging map for all skill levels.

CAUTION: ROADSIDE UNASSISTANCE

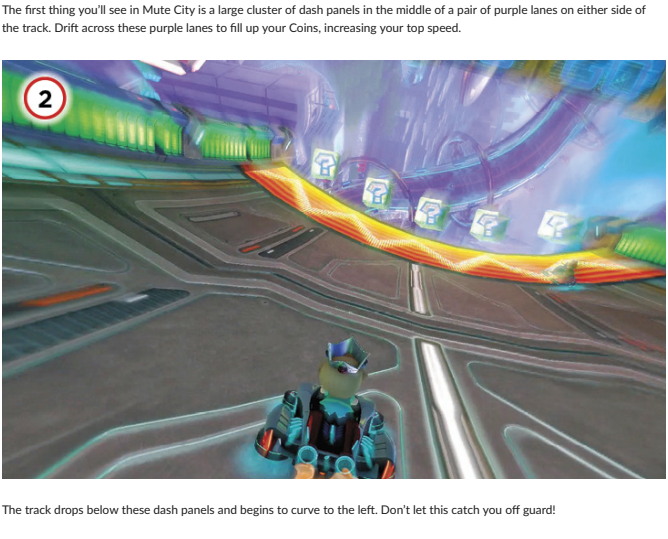
Drift Wisely: There isn't much to worry about on this track except for borderless sections and losing control at blinding speeds.

GRAND PRIX

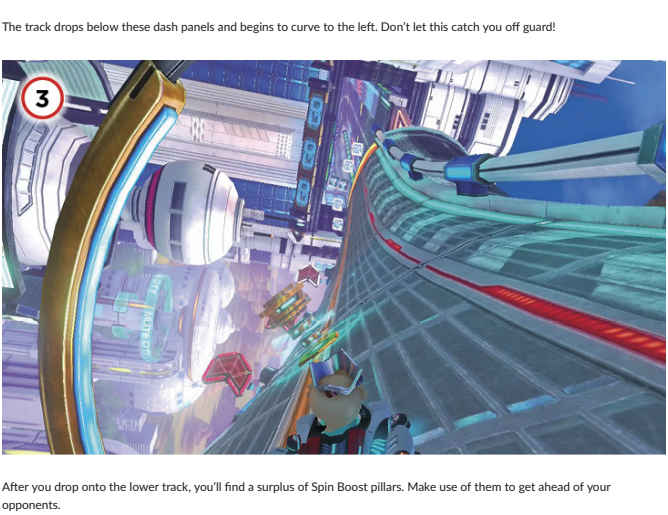




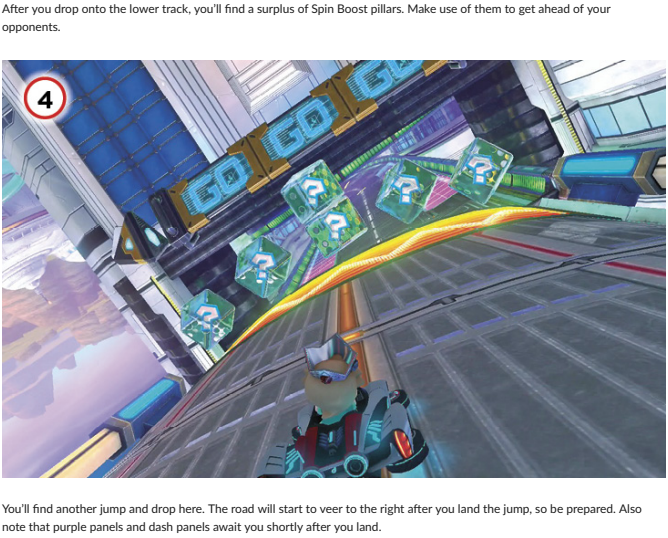
The first thing you'll see in Mute City is a large cluster of dash panels in the middle of a pair of purple lanes on either side of the track. Drift across these purple lanes to fill up your Coins, increasing your top speed.



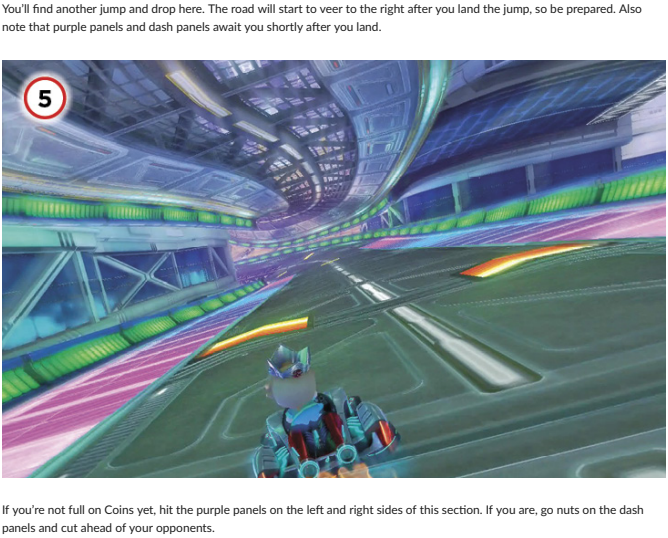
The track drops below these dash panels and begins to curve to the left. Don't let this catch you off guard!



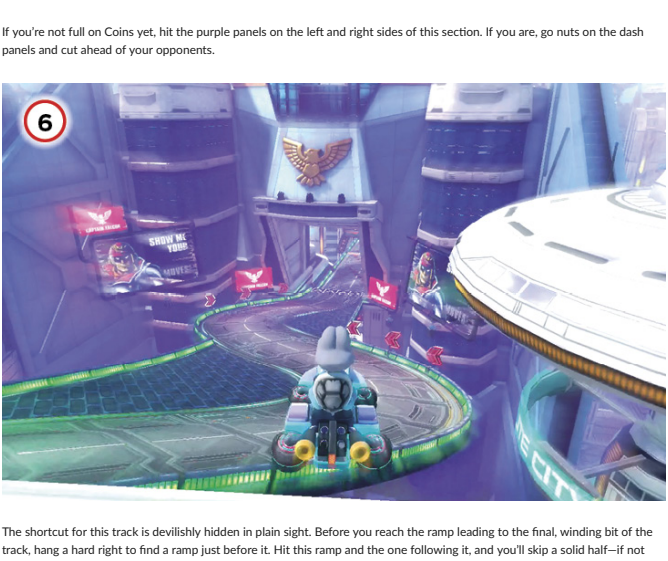
After you drop onto the lower track, you'll find a surplus of Spin Boost pillars. Make use of them to get ahead of your opponents.



You'll find another jump and drop here. The road will start to veer to the right after you land the jump, so be prepared. Also note that purple panels and dash panels await you shortly after you land.

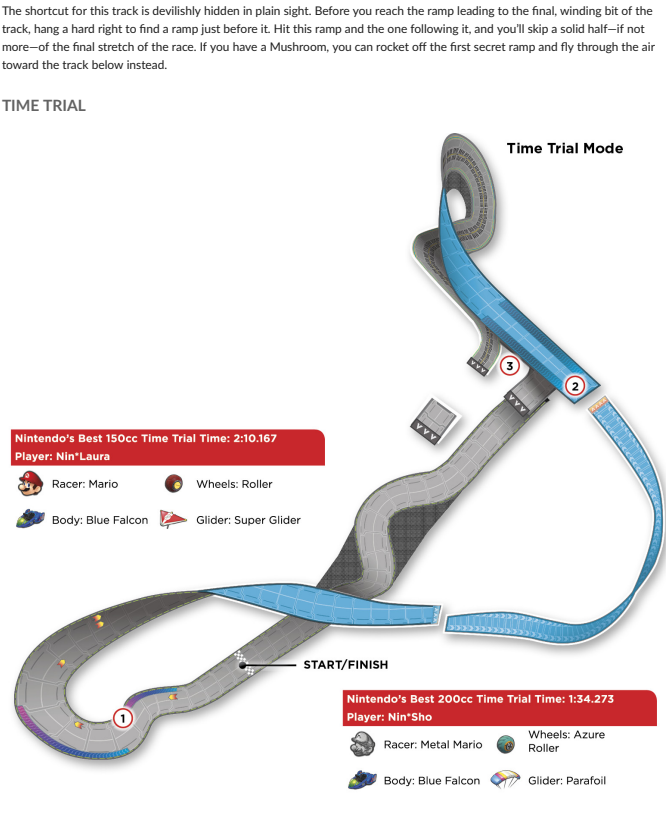


If you're not full on Coins yet, hit the purple panels on the left and right sides of this section. If you are, go nuts on the dash panels and cut ahead of your opponents.



The shortcut for this track is devilishly hidden in plain sight. Before you reach the ramp leading to the final, winding bit of the track, hang a hard right to find a ramp just before it. Hit this ramp and the one following it, and you'll skip a solid half—if not more—of the final stretch of the race. If you have a Mushroom, you can rocket off the first secret ramp and fly through the air toward the track below instead.

TIME TRIAL

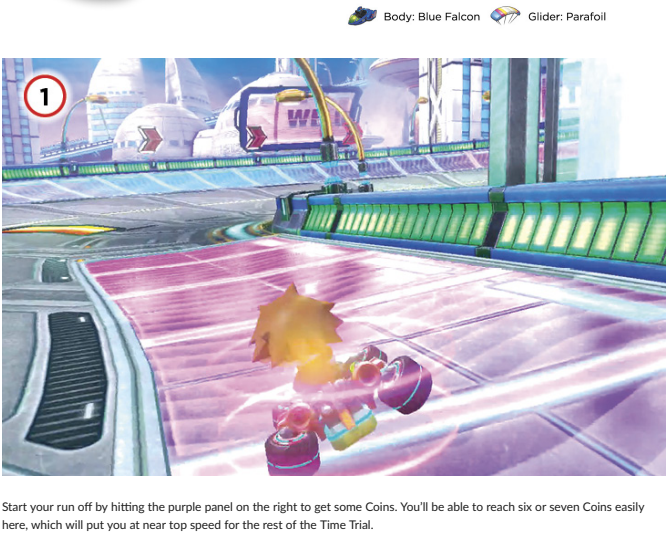


Nintendo's Best 150cc Time Trial Time: 2:10.167
Player: Nin☆Laura

Racer: Mario
Wheels: Roller
Body: Blue Falcon
Glider: Super Glider

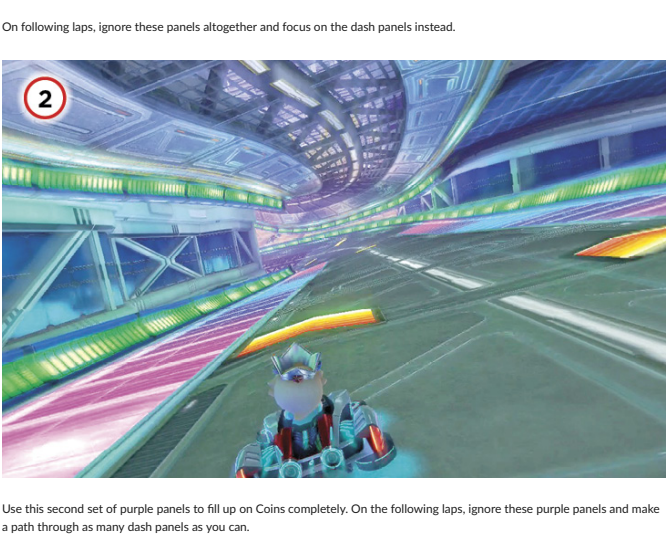
Nintendo's Best 200cc Time Trial Time: 1:34.273
Player: Nin☆Sho

Racer: Metal Mario
Wheels: Azure Roller
Body: Blue Falcon
Glider: Parafoil

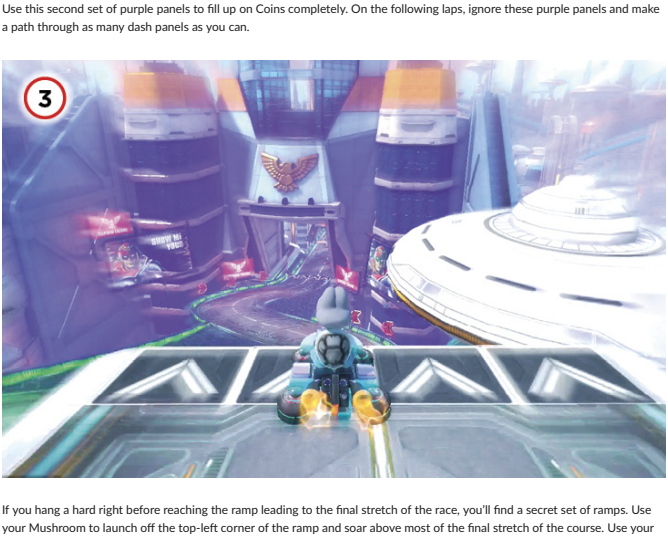


Start your run off by hitting the purple panel on the right to get some Coins. You'll be able to reach six or seven Coins easily here, which will put you at near top speed for the rest of the Time Trial.

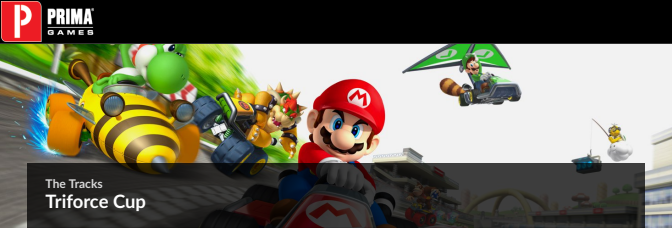
On following laps, ignore these panels altogether and focus on the dash panels instead.



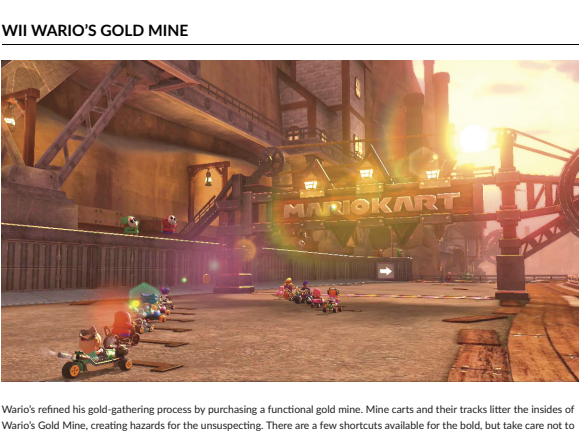
Use this second set of purple panels to fill up on Coins completely. On the following laps, ignore these purple panels and make a path through as many dash panels as you can.



If you hang a hard right before reaching the ramp leading to the final stretch of the race, you'll find a secret set of ramps. Use your Mushroom to launch off the top-left corner of the ramp and soar above most of the final stretch of the course. Use your Mushroom here on every lap.

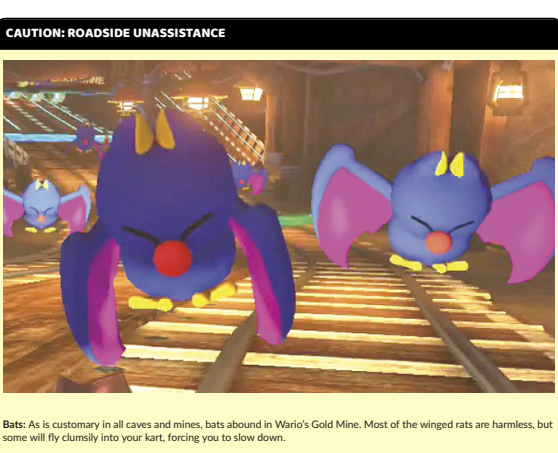


WII WARIO'S GOLD MINE

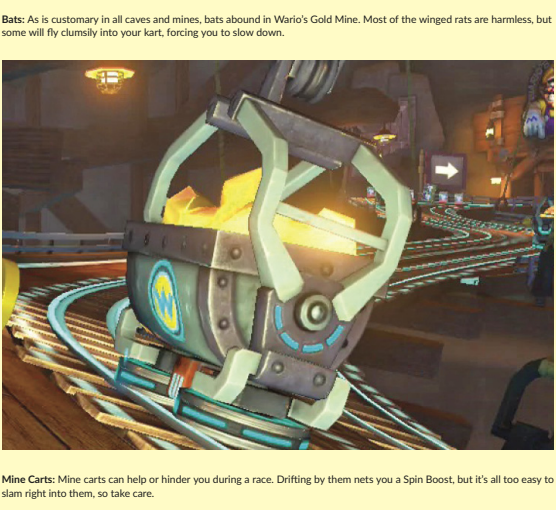


Wario's refined his gold-gathering process by purchasing a functional gold mine. Mine carts and their tracks litter the insides of Wario's Gold Mine, creating hazards for the unsuspecting. There are a few shortcuts available for the bold, but take care not to fall off the sides of this borderless track while hunting them down.

CAUTION: ROADSIDE UNASSISTANCE

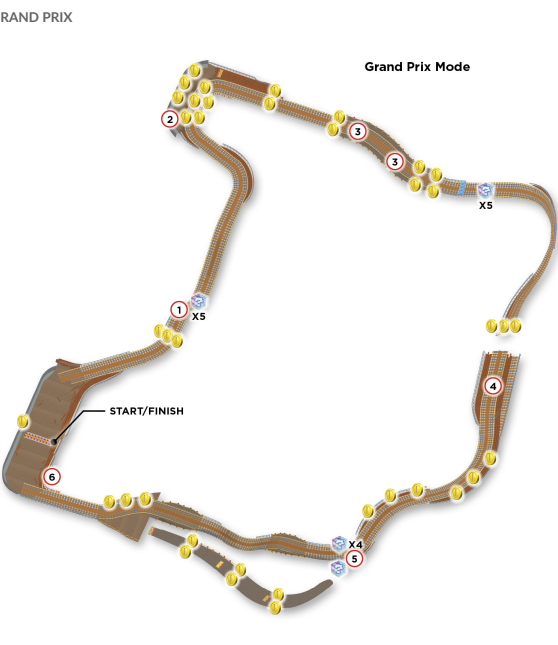


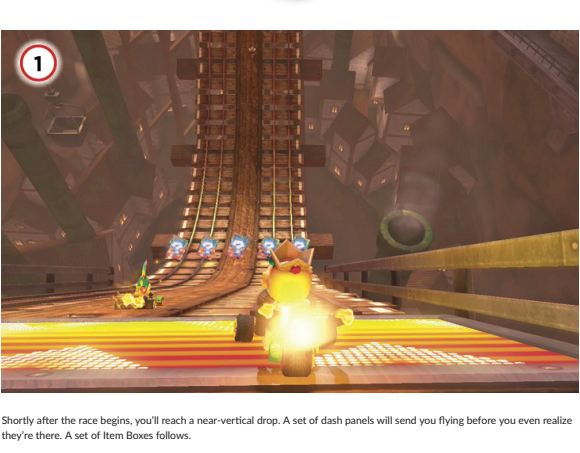
Bats: As is customary in all caves and mines, bats abound in Wario's Gold Mine. Most of the winged rats are harmless, but some will fly clumsily into your kart, forcing you to slow down.



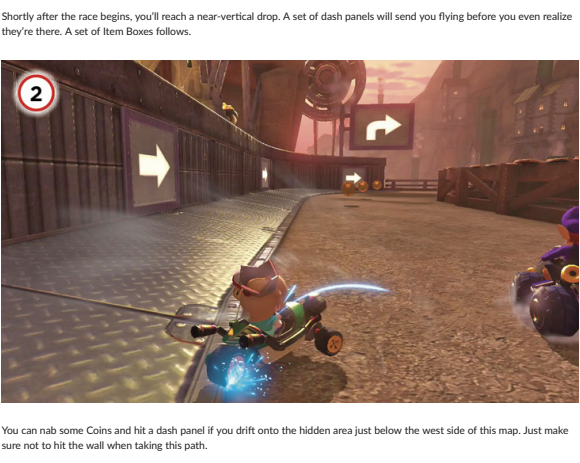
Mine Carts: Mine carts can help or hinder you during a race. Drifting by them nets you a Spin Boost, but it's all too easy to slam right into them, so take care.

GRAND PRIX

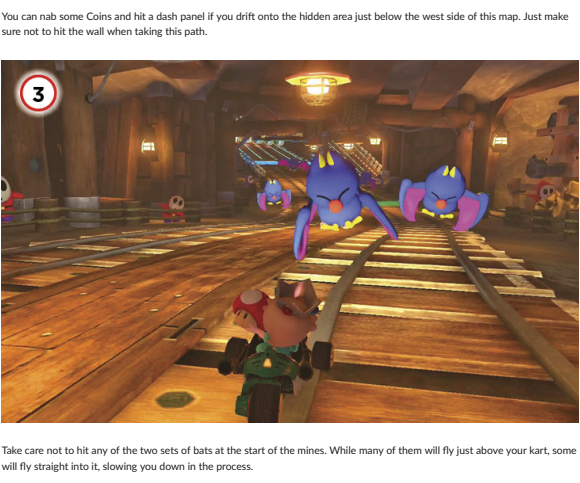




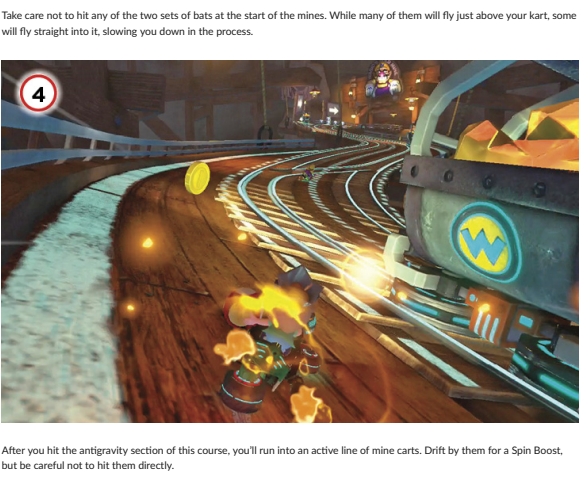
Shortly after the race begins, you'll reach a near-vertical drop. A set of dash panels will send you flying before you even realize they're there. A set of Item Boxes follows.



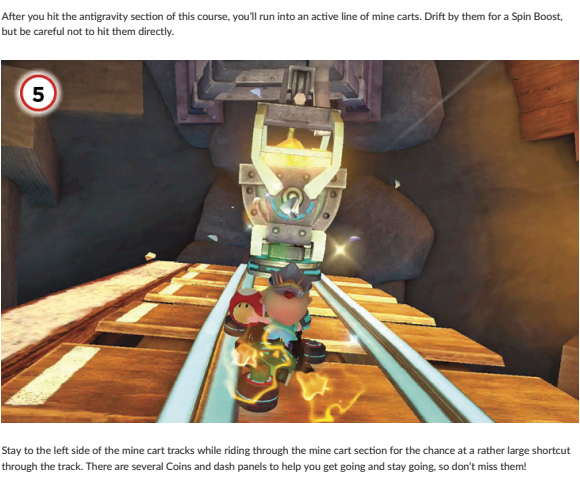
You can nab some Coins and hit a dash panel if you drift onto the hidden area just below the west side of this map. Just make sure not to hit the wall when taking this path.



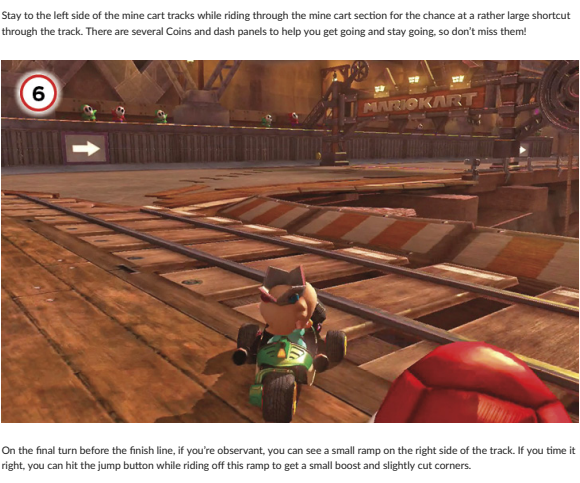
Take care not to hit any of the two sets of bats at the start of the mines. While many of them will fly just above your kart, some will fly straight into it, slowing you down in the process.



After you hit the antigravity section of this course, you'll run into an active line of mine carts. Drift by them for a Spin Boost, but be careful not to hit them directly.

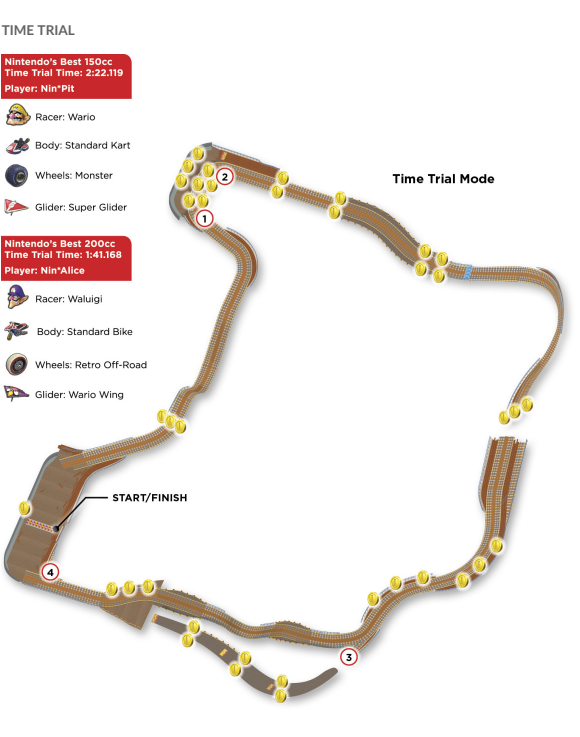


Stay to the left side of the mine cart tracks while riding through the mine cart section for the chance at a rather large shortcut through the track. There are several Coins and dash panels to help you get going and stay going, so don't miss them!



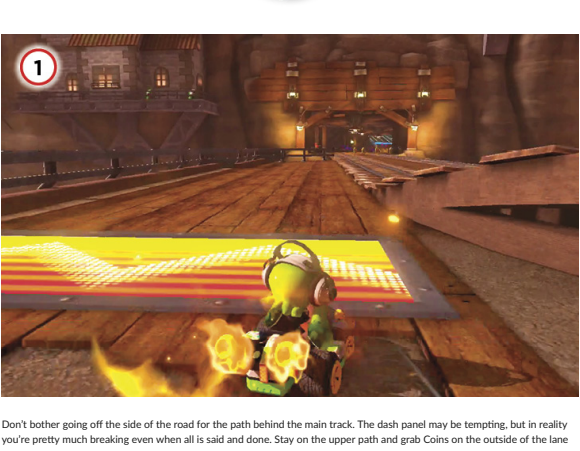
On the final turn before the finish line, if you're observant, you can see a small ramp on the right side of the track. If you time it right, you can hit the jump button while riding off this ramp to get a small boost and slightly cut corners.

TIME TRIAL

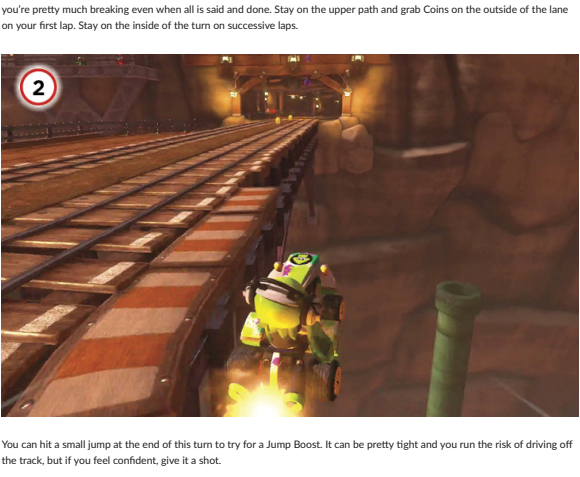


Nintendo's Best 150cc
Time Trial Time: 2:22.119
Player: Nin*Pit
Racer: Wario
Body: Standard Kart
Wheels: Monster
Glider: Super Glider

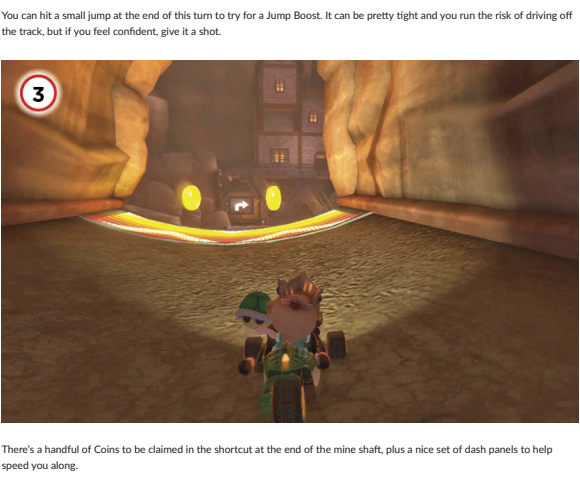
Nintendo's Best 200cc
Time Trial Time: 1:41.188
Player: Nin*Alice
Racer: Waluigi
Body: Standard Bike
Wheels: Retro Off-Road
Glider: Wario Wing



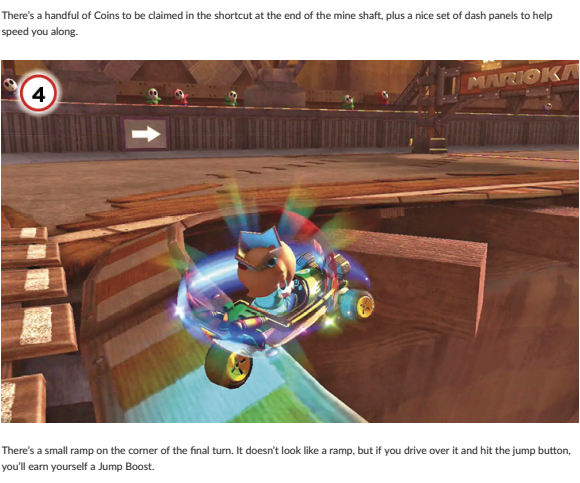
Don't bother going off the side of the road for the path behind the main track. The dash panel may be tempting, but in reality you're pretty much breaking even when all is said and done. Stay on the upper path and grab Coins on the outside of the lane on your first lap. Stay on the inside of the turn on successive laps.



You can hit a small jump at the end of this turn to try for a Jump Boost. It can be pretty tight and you run the risk of driving off the track, but if you feel confident, give it a shot.

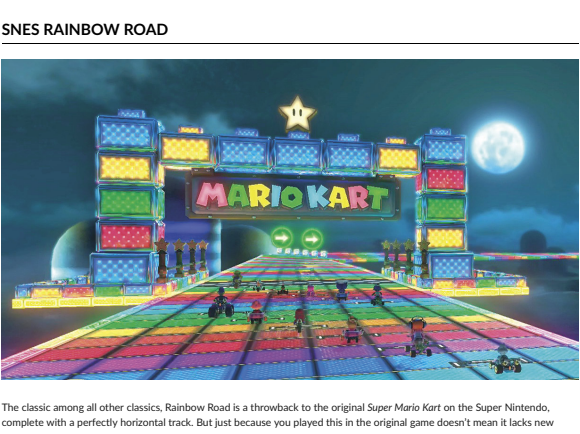


There's a handful of Coins to be claimed in the shortcut at the end of the mine shaft, plus a nice set of dash panels to help speed you along.



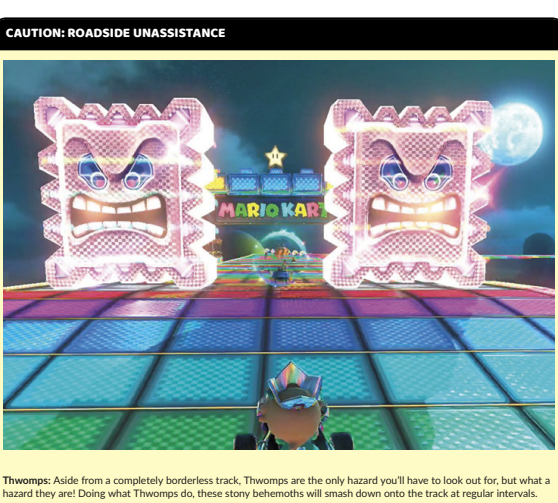
There's a small ramp on the corner of the final turn. It doesn't look like a ramp, but if you drive over it and hit the jump button, you'll earn yourself a Jump Boost.

SNES RAINBOW ROAD



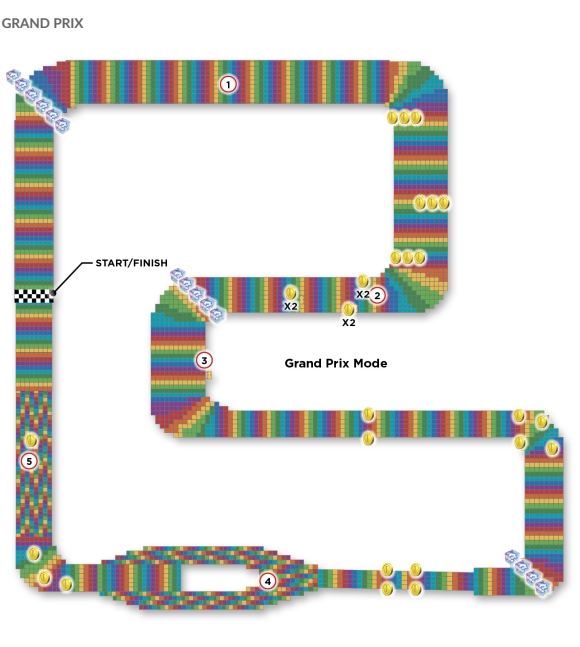
The classic among all other classics, Rainbow Road is a throwback to the original *Super Mario Kart* on the Super Nintendo, complete with a perfectly horizontal track. But just because you played this in the original game doesn't mean it lacks new tricks for you to master. Be ready for anything, especially when there are Thwomps around.

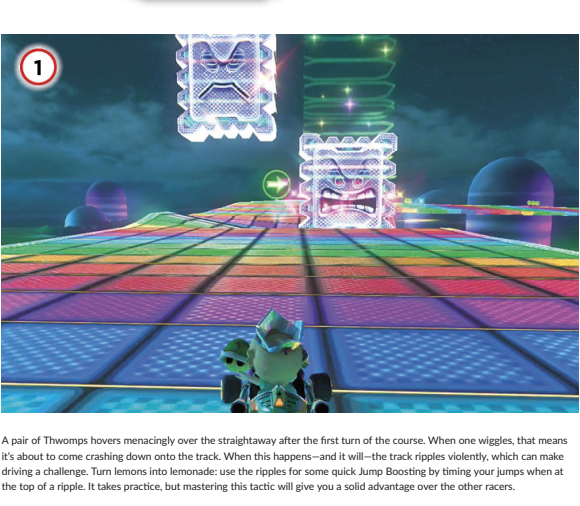
CAUTION: ROADSIDE UNASSISTANCE



Thwomps: Aside from a completely borderless track, Thwomps are the only hazard you'll have to look out for, but what a hazard they are! Doing what Thwomps do, these stony behemoths will smash down onto the track at regular intervals. When they do, a large portion of the track near them ripples, causing your kart to bounce and potentially lose control. Not only that, but if these things come down on top of you, you'll be little more than Nintendo-themed paper.

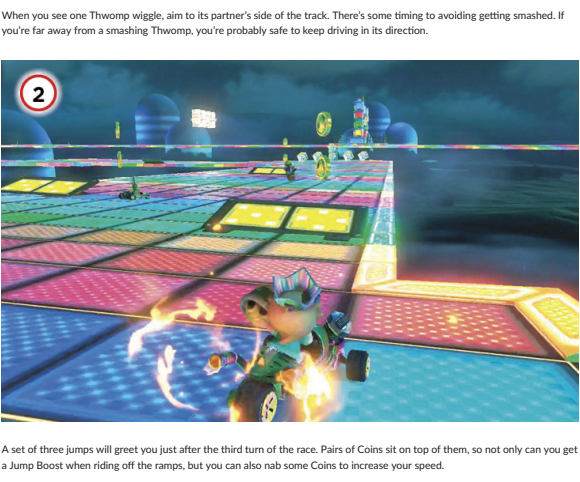
GRAND PRIX



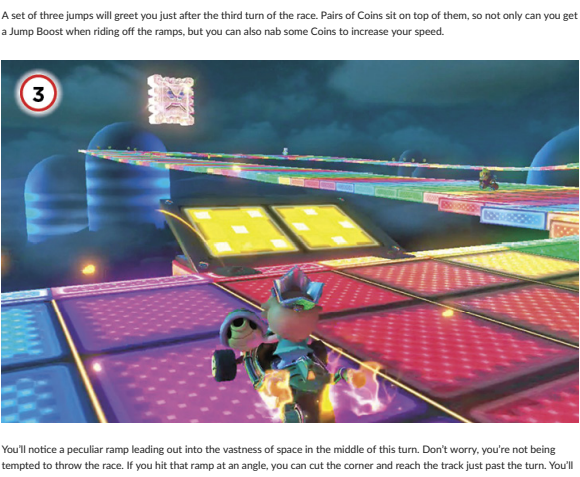


A pair of Thwomps hovers menacingly over the straightaway after the first turn of the course. When one wiggles, that means it's about to come crashing down onto the track. When this happens—and it will—the track ripples violently, which can make driving a challenge. Turn lemons into lemonade: use the ripples for some quick Jump Boosting by timing your jumps when at the top of a ripple. It takes practice, but mastering this tactic will give you a solid advantage over the other racers.

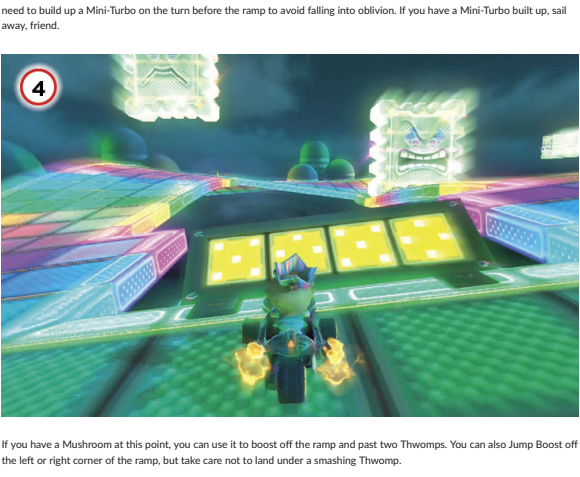
When you see one Thwomp wiggle, aim to its partner's side of the track. There's some timing to avoiding getting smashed. If you're far away from a smashing Thwomp, you're probably safe to keep driving in its direction.



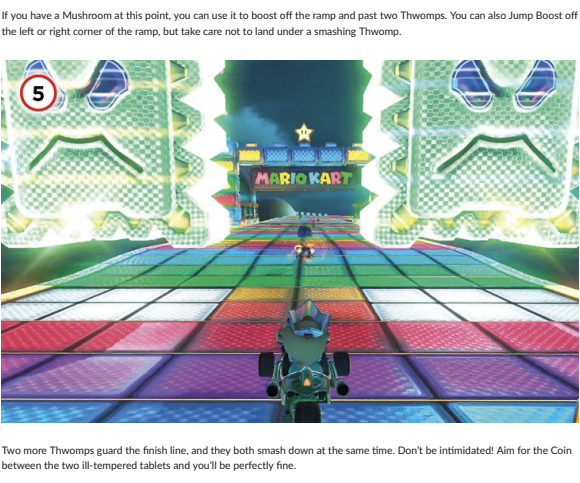
A set of three jumps will greet you just after the third turn of the race. Pairs of Coins sit on top of them, so not only can you get a Jump Boost when riding off the ramps, but you can also nab some Coins to increase your speed.



You'll notice a peculiar ramp leading out into the vastness of space in the middle of this turn. Don't worry, you're not being tempted to throw the race. If you hit that ramp at an angle, you can cut the corner and reach the track just past the turn. You'll need to build up a Mini-Turbo on the turn before the ramp to avoid falling into oblivion. If you have a Mini-Turbo built up, sail away, friend.

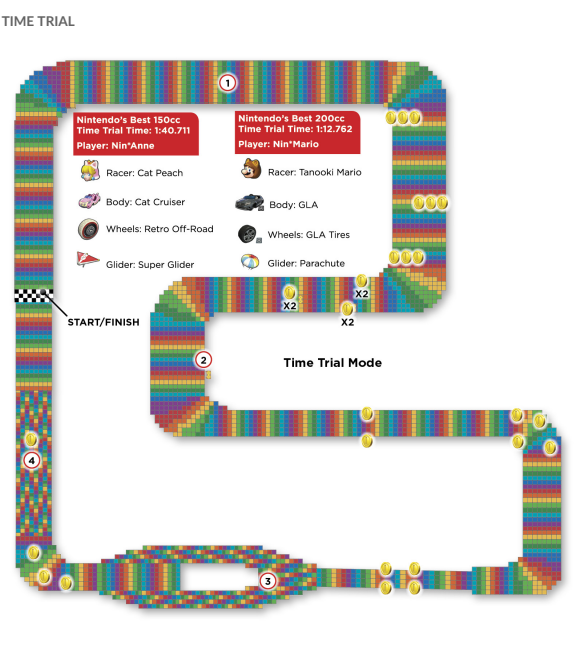


If you have a Mushroom at this point, you can use it to boost off the ramp and past two Thwomps. You can also Jump Boost off the left or right corner of the ramp, but take care not to land under a smashing Thwomp.



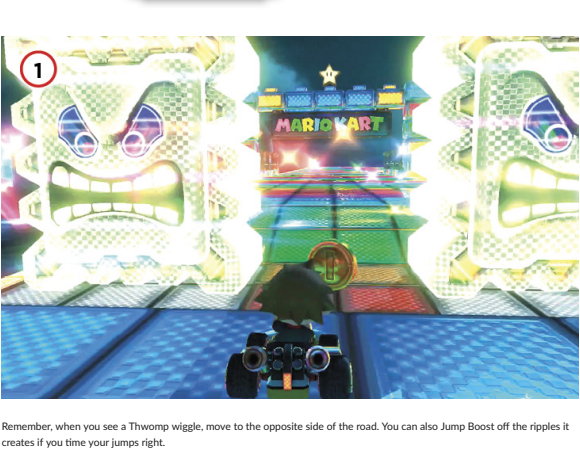
Two more Thwomps guard the finish line, and they both smash down at the same time. Don't be intimidated! Aim for the Coin between the two ill-tempered tablets and you'll be perfectly fine.

TIME TRIAL

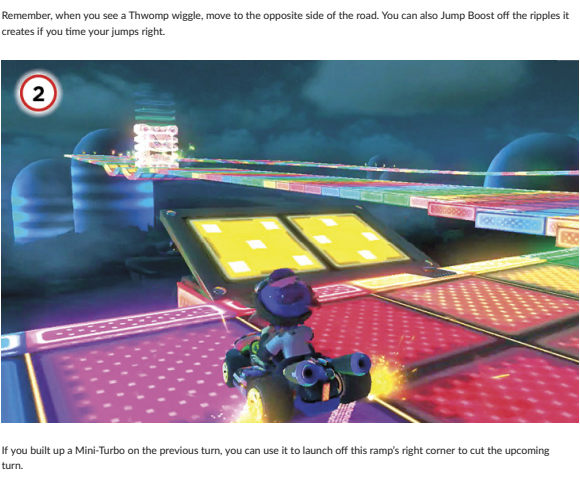


Nintendo's Best 150cc
Time Trial Time: 1:40.711
Player: Nin*Anne
Racer: Cat Peach
Body: Cat Cruiser
Wheels: Retro Off-Road
Glider: Super Glider

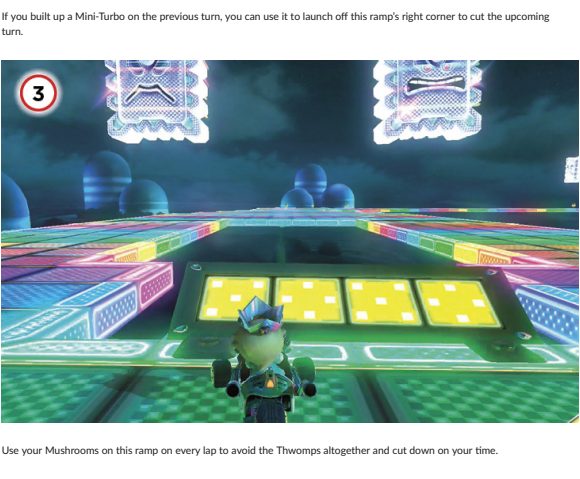
Nintendo's Best 200cc
Time Trial Time: 1:12.762
Player: Nin*Mario
Racer: Tanooki Mario
Body: GLA
Wheels: GLA Tires
Glider: Parachute



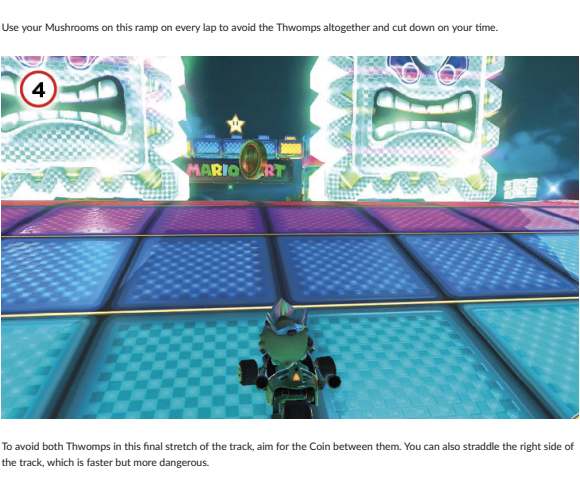
Remember, when you see a Thwomp wiggle, move to the opposite side of the road. You can also Jump Boost off the ripples it creates if you time your jumps right.



If you built up a Mini-Turbo on the previous turn, you can use it to launch off this ramp's right corner to cut the upcoming turn.



Use your Mushrooms on this ramp on every lap to avoid the Thwomps altogether and cut down on your time.



To avoid both Thwomps in this final stretch of the track, aim for the Coin between them. You can also straddle the right side of the track, which is faster but more dangerous.

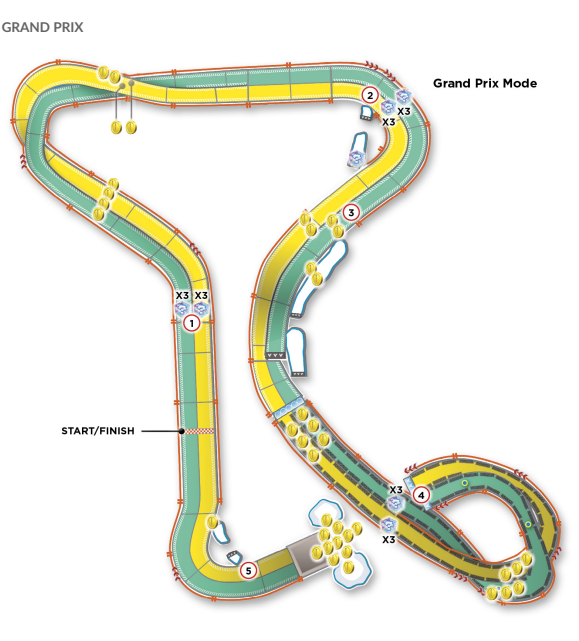
ICE ICE OUTPOST

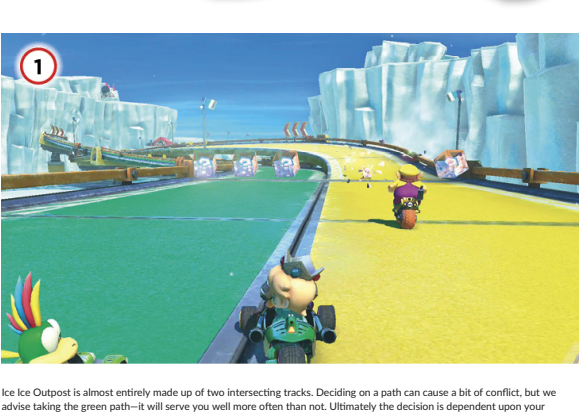
Two courses intertwine to become a single twisting, sliding track with shortcut and drift opportunities in abundance. If you're looking to get ahead of the pack, this track will push your fundamental driving skills to their limits. While we are big believers of practicing in general, for this track in particular, it wouldn't hurt to practice a few times before hopping online or taking it on in the 150cc and 200cc modes.

CAUTION: ROADSIDE UNASSISTANCE

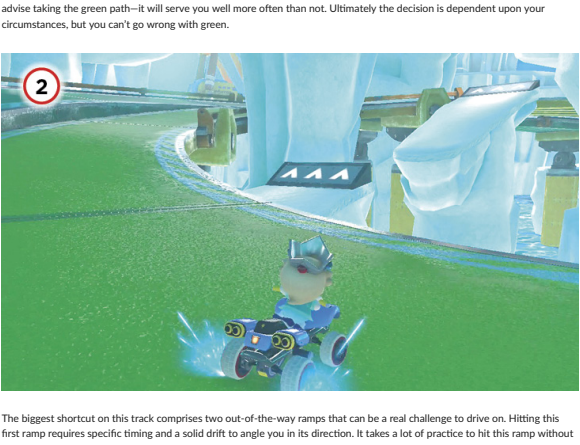
Watch Those Turns: This track doesn't feature any unexpected elements. Watch for sharp turns, tricky shortcuts, and parts of the track without a border to keep you from the icy depths below.

GRAND PRIX

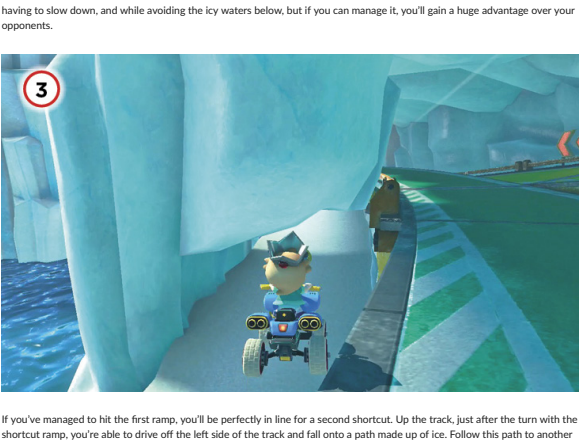




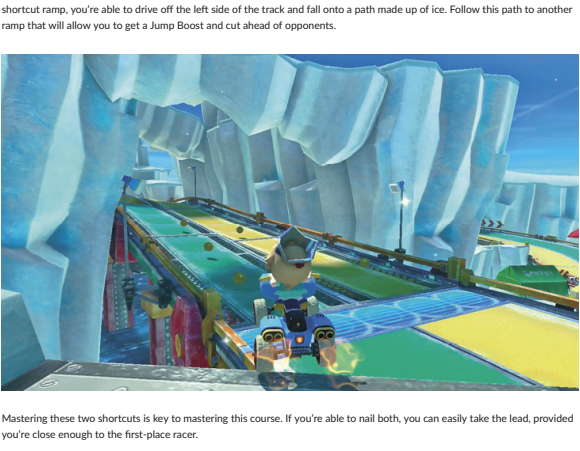
Ice Ice Outpost is almost entirely made up of two intersecting tracks. Deciding on a path can cause a bit of conflict, but we advise taking the green path—it will serve you well more often than not. Ultimately the decision is dependent upon your circumstances, but you can't go wrong with green.



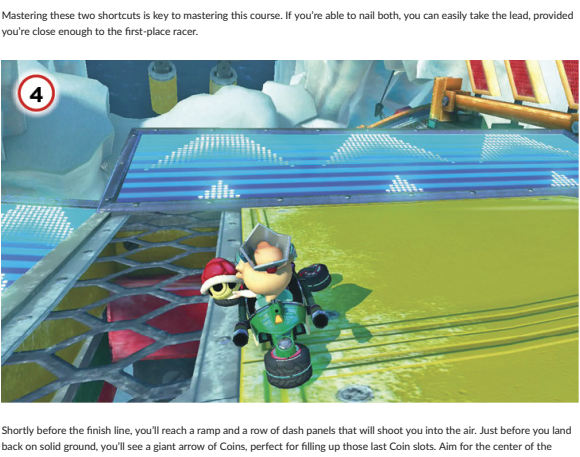
The biggest shortcut on this track comprises two out-of-the-way ramps that can be a real challenge to drive on. Hitting this first ramp requires specific timing and a solid drift to angle you in its direction. It takes a lot of practice to hit this ramp without having to slow down, and while avoiding the icy waters below, but if you can manage it, you'll gain a huge advantage over your opponents.



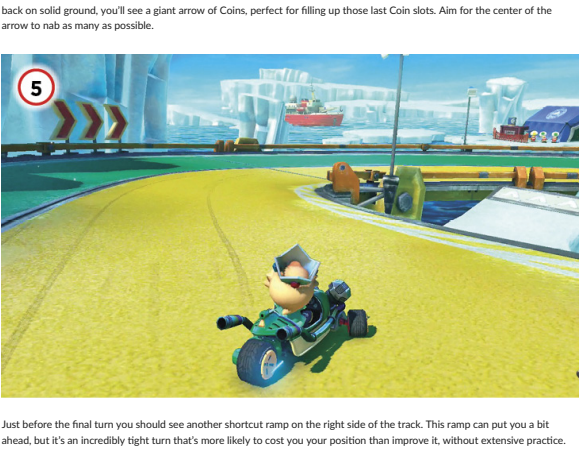
If you've managed to hit the first ramp, you'll be perfectly in line for a second shortcut. Up the track, just after the turn with the shortcut ramp, you're able to drive off the left side of the track and fall onto a path made up of ice. Follow this path to another ramp that will allow you to get a Jump Boost and cut ahead of opponents.



Mastering these two shortcuts is key to mastering this course. If you're able to nail both, you can easily take the lead, provided you're close enough to the first-place racer.

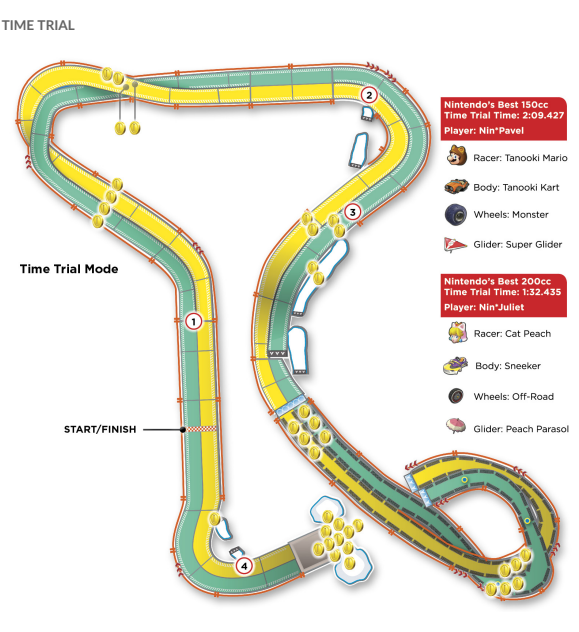


Shortly before the finish line, you'll reach a ramp and a row of dash panels that will shoot you into the air. Just before you land back on solid ground, you'll see a giant arrow of Coins, perfect for filling up those last Coin slots. Aim for the center of the arrow to nab as many as possible.



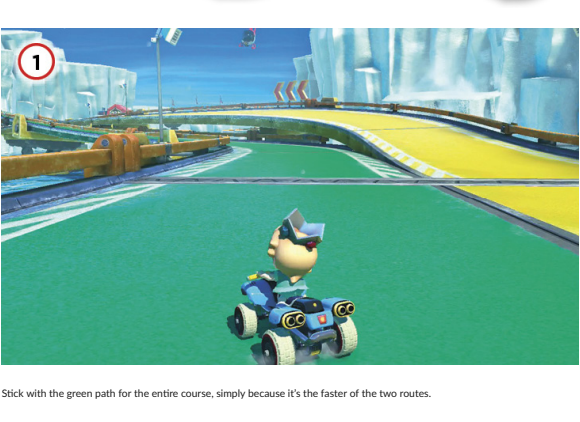
Just before the final turn you should see another shortcut ramp on the right side of the track. This ramp can put you a bit ahead, but it's an incredibly tight turn that's more likely to cost you your position than improve it, without extensive practice. Don't go for it unless you're absolutely certain you can nail it.

TIME TRIAL

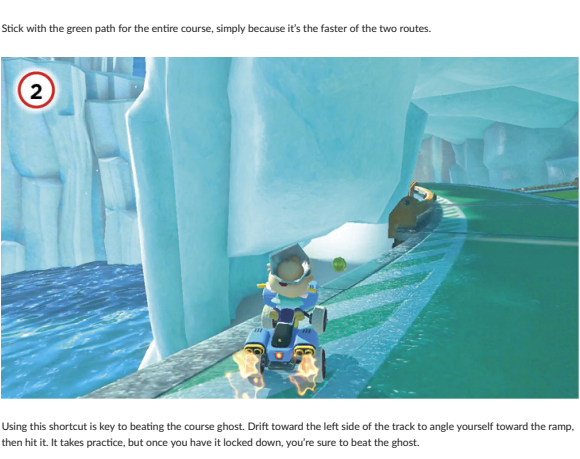


Nintendo's Best 150cc
Time Trial Time: 2:09.427
Player: Nin*Pavel
Racer: Tanooki Mario
Body: Tanooki Kart
Wheels: Monster
Glider: Super Glider

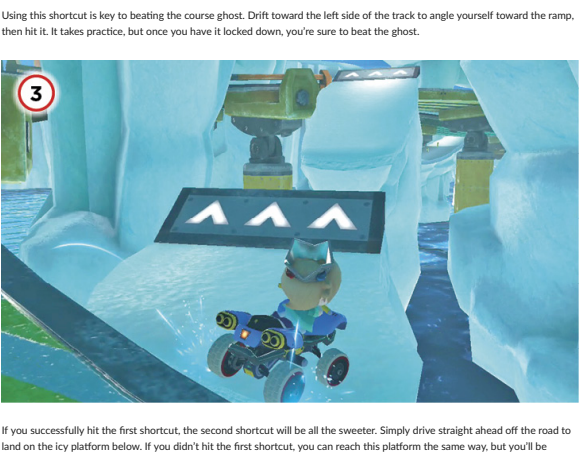
Nintendo's Best 200cc
Time Trial Time: 1:32.435
Player: Nin*Juliet
Racer: Cat Peach
Body: Sneeker
Wheels: Off-Road
Glider: Peach Parasol



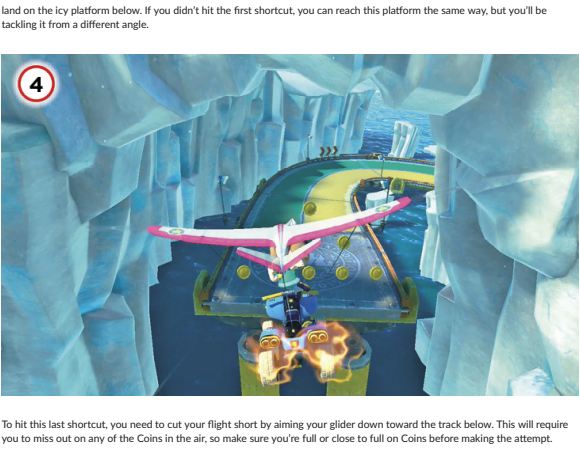
Stick with the green path for the entire course, simply because it's the faster of the two routes.



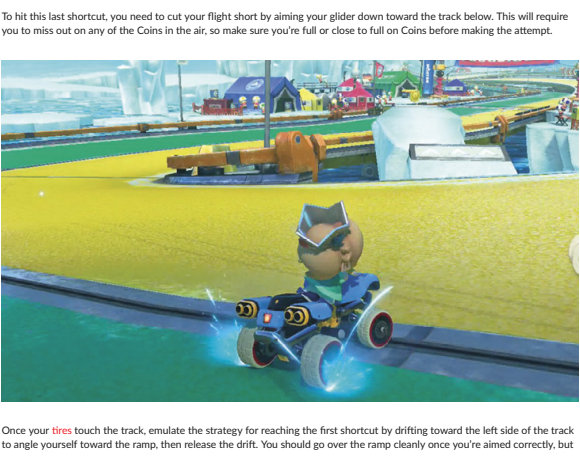
Using this shortcut is key to beating the course ghost. Drift toward the left side of the track to angle yourself toward the ramp, then hit it. It takes practice, but once you have it locked down, you're sure to beat the ghost.



If you successfully hit the first shortcut, the second shortcut will be all the sweeter. Simply drive straight ahead off the road to land on the icy platform below. If you didn't hit the first shortcut, you can reach this platform the same way, but you'll be tackling it from a different angle.

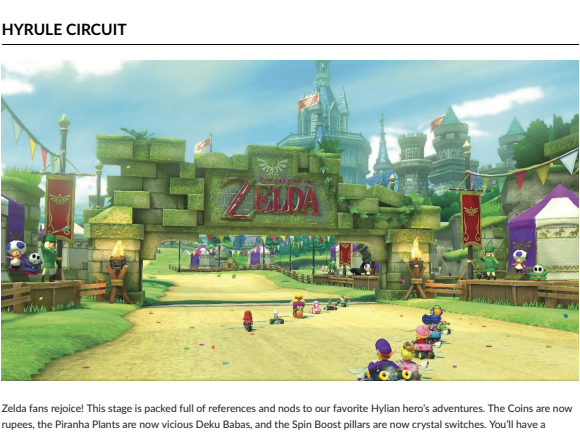


To hit this last shortcut, you need to cut your flight short by aiming your glider down toward the track below. This will require you to miss out on any of the Coins in the air, so make sure you're full or close to full on Coins before making the attempt.



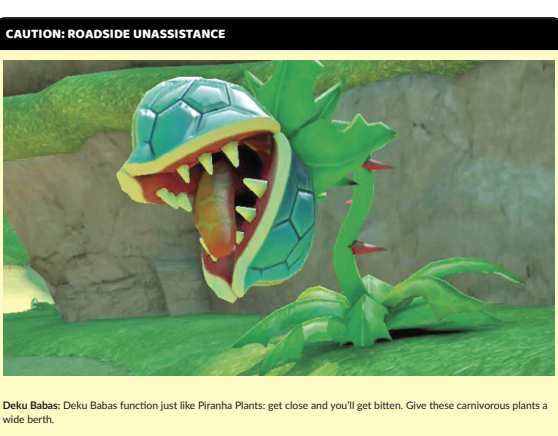
Once your tires touch the track, emulate the strategy for reaching the first shortcut by drifting toward the left side of the track to angle yourself toward the ramp, then release the drift. You should go over the ramp cleanly once you're aimed correctly, but the timing on the drift will take a bit of practice.

HYRULE CIRCUIT

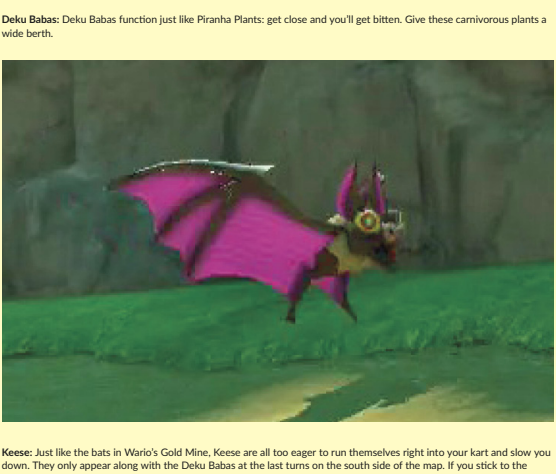


Zelda fans rejoice! This stage is packed full of references and nods to our favorite Hylian hero's adventures. The Coins are now rupees, the Piranha Plants are now vicious Deku Babas, and the Spin Boost pillars are now crystal switches. You'll have a couple of tricky shortcuts and opportunities to build up your drift until you achieve the coveted **Ultra Mini-Turbo** (cue the lightning). This is a much more technical track than you might suspect, so get your game face on and race like Link riding Epona!

CAUTION: ROADSIDE UNASSISTANCE



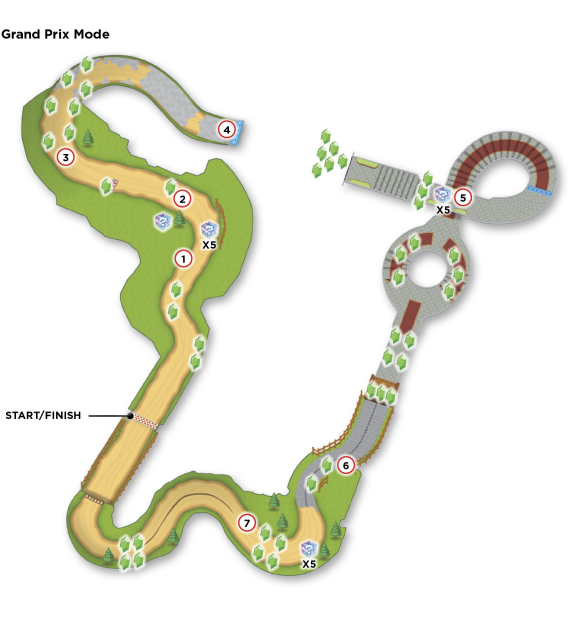
Deku Babas: Deku Babas function just like Piranha Plants: get close and you'll get bitten. Give these carnivorous plants a wide berth.

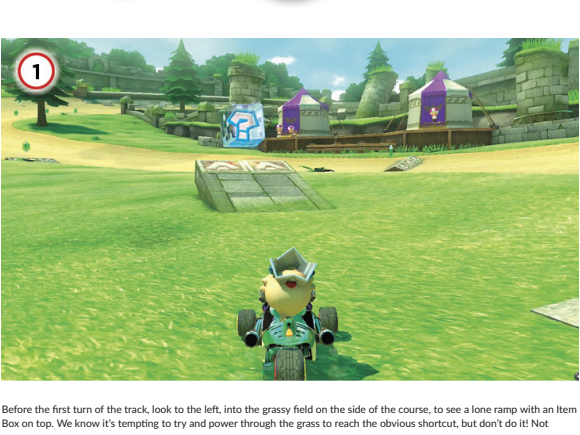


Keese: Just like the bats in Wario's Gold Mine, Keese are all too eager to run themselves right into your kart and slow you down. They only appear along with the Deku Babas at the last turns on the south side of the map. If you stick to the northern side of the track at that point, you won't even notice them.

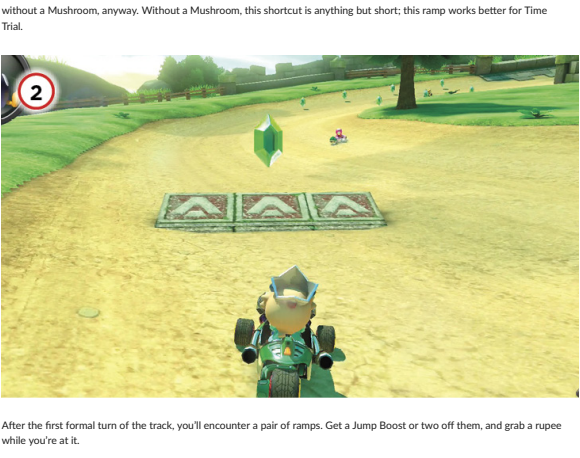
GRAND PRIX

Grand Prix Mode

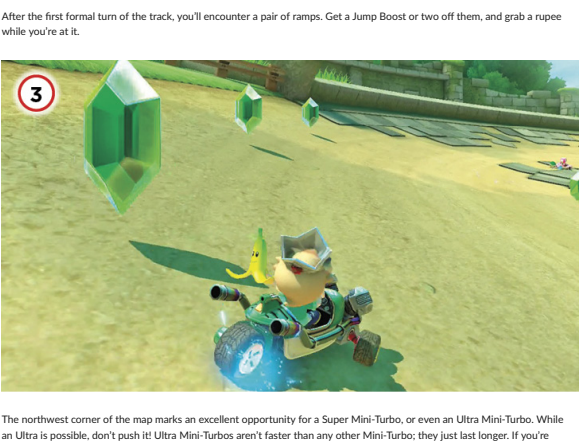




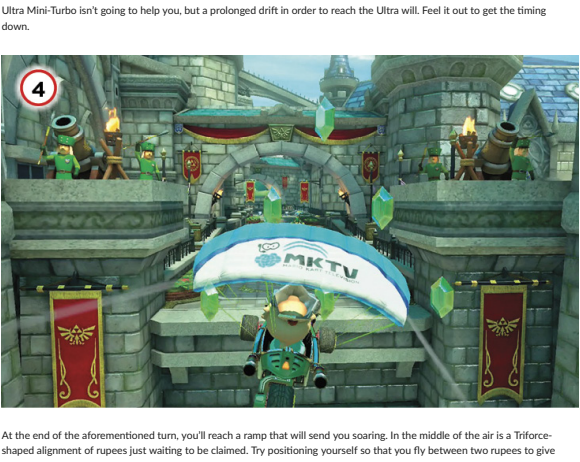
Before the first turn of the track, look to the left, into the grassy field on the side of the course, to see a lone ramp with an Item Box on top. We know it's tempting to try and power through the grass to reach the obvious shortcut, but don't do it! Not without a Mushroom, anyway. Without a Mushroom, this shortcut is anything but short; this ramp works better for Time Trial.



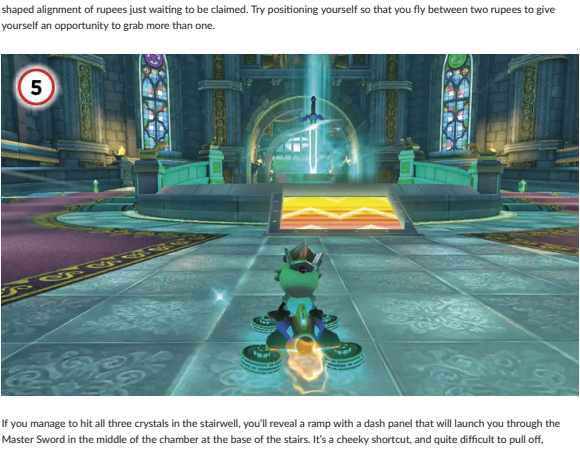
After the first formal turn of the track, you'll encounter a pair of ramps. Get a Jump Boost or two off them, and grab a rupee while you're at it.



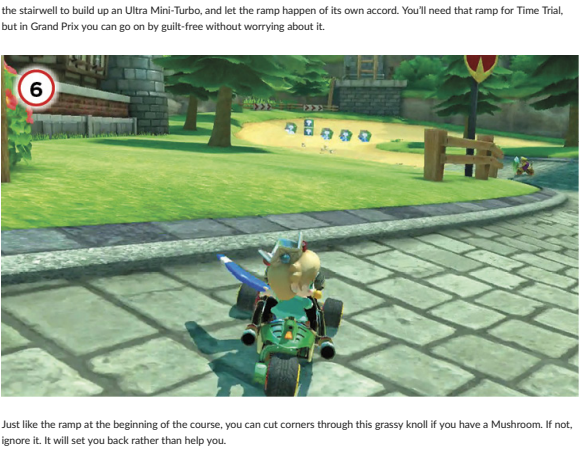
The northwest corner of the map marks an excellent opportunity for a Super Mini-Turbo, or even an Ultra Mini-Turbo. While an Ultra is possible, don't push it! Ultra Mini-Turbos aren't faster than any other Mini-Turbo; they just last longer. If you're rapidly approaching the ramp at the end of the turn, let off the drift and take the Mini-Turbo you have. After a certain point, an Ultra Mini-Turbo isn't going to help you, but a prolonged drift in order to reach the Ultra will. Feel it out to get the timing down.



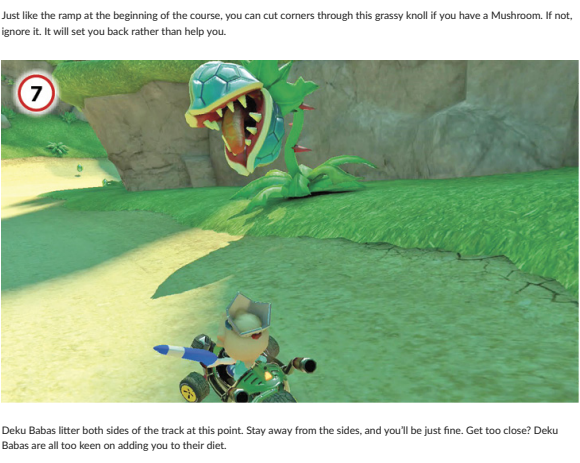
At the end of the aforementioned turn, you'll reach a ramp that will send you soaring. In the middle of the air is a Triforce-shaped alignment of rupees just waiting to be claimed. Try positioning yourself so that you fly between two rupees to give yourself an opportunity to grab more than one.



If you manage to hit all three crystals in the stairwell, you'll reveal a ramp with a dash panel that will launch you through the Master Sword in the middle of the chamber at the base of the stairs. It's a cheeky shortcut, and quite difficult to pull off, especially when you have other racers trying to blast you into oblivion with Spiny Shells and Bob-ombs. Focus instead on using the stairwell to build up an Ultra Mini-Turbo, and let the ramp happen of its own accord. You'll need that ramp for Time Trial, but in Grand Prix you can go on by guilt-free without worrying about it.



Just like the ramp at the beginning of the course, you can cut corners through this grassy knoll if you have a Mushroom. If not, ignore it. It will set you back rather than help you.

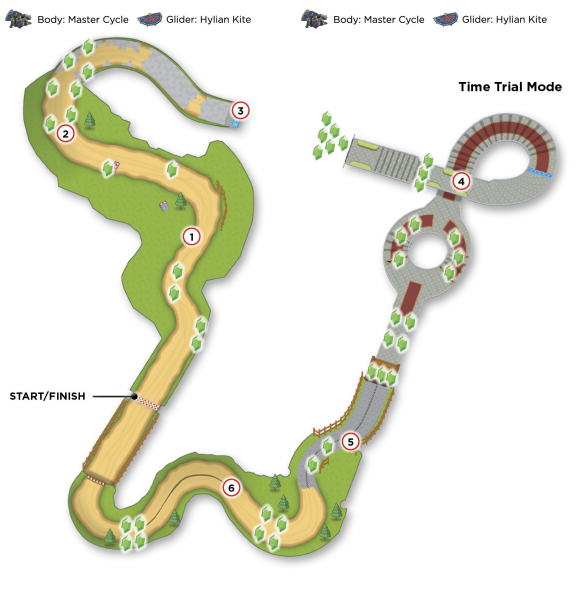


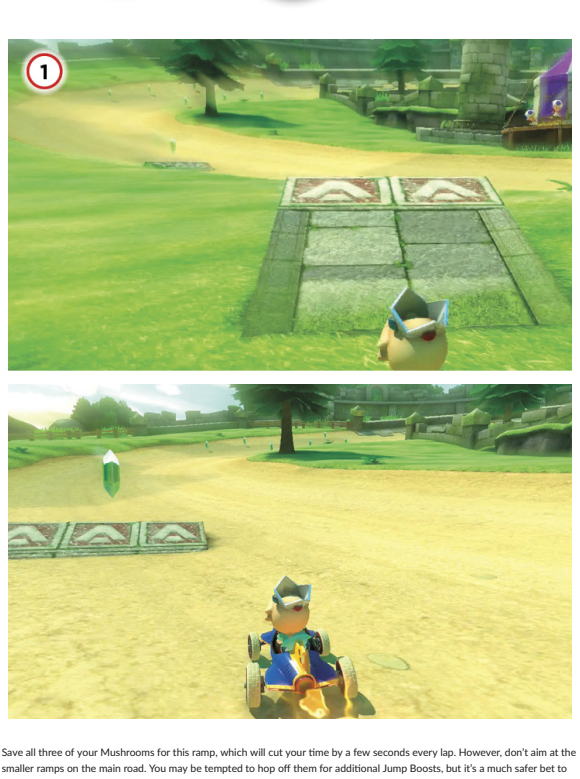
Deku Babas litter both sides of the track at this point. Stay away from the sides, and you'll be just fine. Get too close? Deku Babas are all too keen on adding you to their diet.

TIME TRIAL

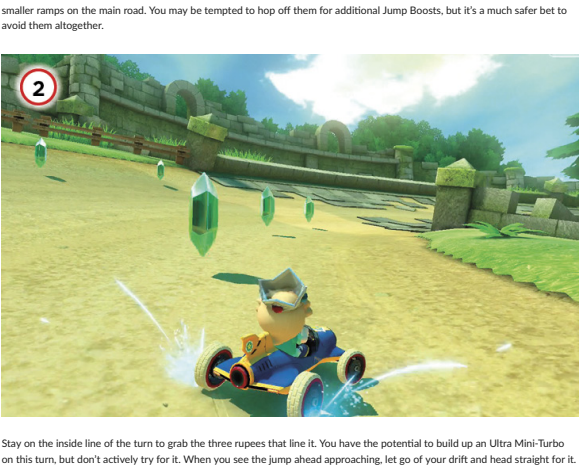
Nintendo's Best 150cc Time Trial Time: 2:08.616
Player: Nin*Mitsu
Racer: Link
Wheels: Triforce Tires
Body: Master Cycle
Glider: Hylian Kite

Nintendo's Best 200cc Time Trial Time: 1:40.394
Player: Nin*Mark
Racer: Link
Wheels: Triforce Tires
Body: Master Cycle
Glider: Hylian Kite

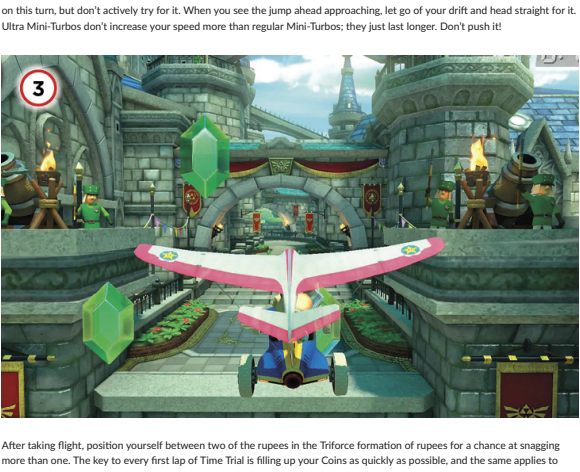




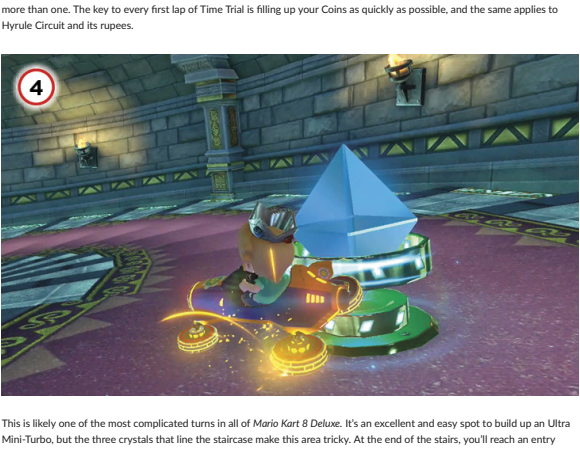
Save all three of your Mushrooms for this ramp, which will cut your time by a few seconds every lap. However, don't aim at the smaller ramps on the main road. You may be tempted to hop off them for additional Jump Boosts, but it's a much safer bet to avoid them altogether.



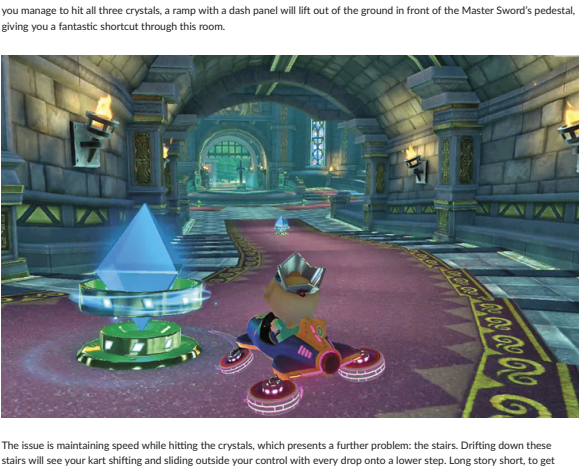
Stay on the inside line of the turn to grab the three rupees that line it. You have the potential to build up an Ultra Mini-Turbo on this turn, but don't actively try for it. When you see the jump ahead approaching, let go of your drift and head straight for it. Ultra Mini-Turbos don't increase your speed more than regular Mini-Turbos; they just last longer. Don't push it!



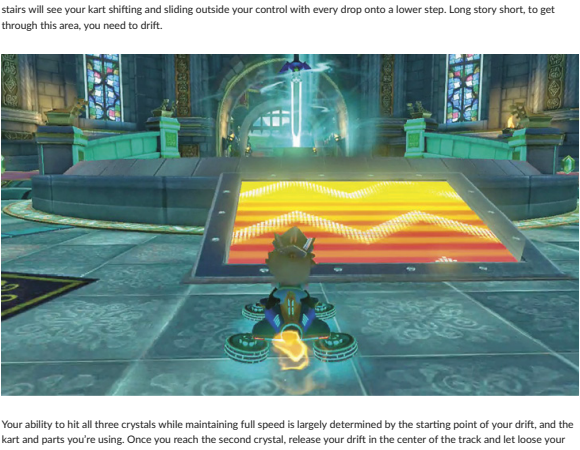
After taking flight, position yourself between two of the rupees in the Triforce formation of rupees for a chance at snagging more than one. The key to every first lap of Time Trial is filling up your Coins as quickly as possible, and the same applies to Hyrule Circuit and its rupees.



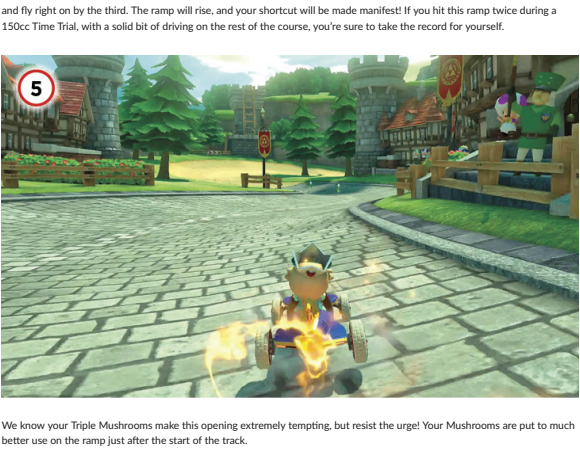
This is likely one of the most complicated turns in all of *Mario Kart 8 Deluxe*. It's an excellent and easy spot to build up an Ultra Mini-Turbo, but the three crystals that line the staircase make this area tricky. At the end of the stairs, you'll reach an entry room with two paths—one on the left and one on the right—with the Master Sword proudly displayed in the room's center. If you manage to hit all three crystals, a ramp with a dash panel will lift out of the ground in front of the Master Sword's pedestal, giving you a fantastic shortcut through this room.



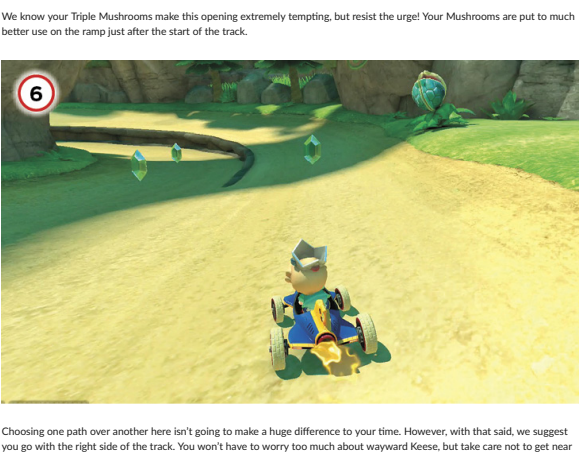
The issue is maintaining speed while hitting the crystals, which presents a further problem: the stairs. Drifting down these stairs will see your kart shifting and sliding outside your control with every drop onto a lower step. Long story short, to get through this area, you need to drift.



Your ability to hit all three crystals while maintaining full speed is largely determined by the starting point of your drift, and the kart and parts you're using. Once you reach the second crystal, release your drift in the center of the track and let loose your Mini-Turbo. The third crystal is pretty easy to hit if you've hit the other two, so line up your kart just after the second crystal and fly right on by the third. The ramp will rise, and your shortcut will be made manifest! If you hit this ramp twice during a 150cc Time Trial, with a solid bit of driving on the rest of the course, you're sure to take the record for yourself.



We know your Triple Mushrooms make this opening extremely tempting, but resist the urge! Your Mushrooms are put to much better use on the ramp just after the start of the track.

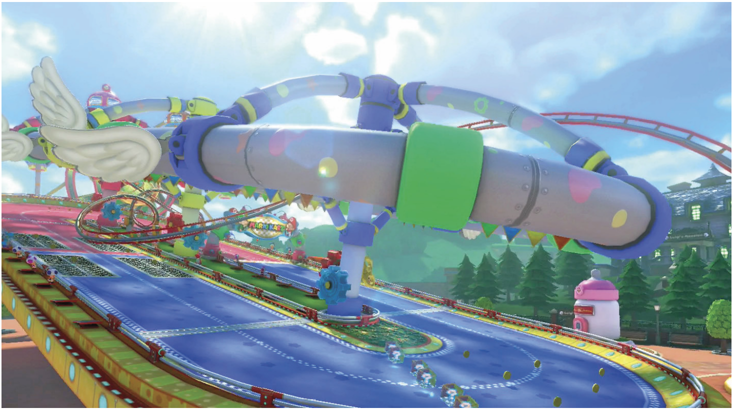


Choosing one path over another here isn't going to make a huge difference to your time. However, with that said, we suggest you go with the right side of the track. You won't have to worry too much about wayward Keese, but take care not to get near

The Tracks

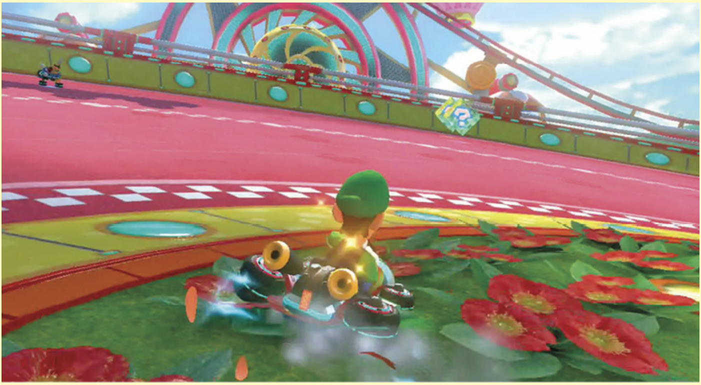
Crossing Cup

GCN BABY PARK

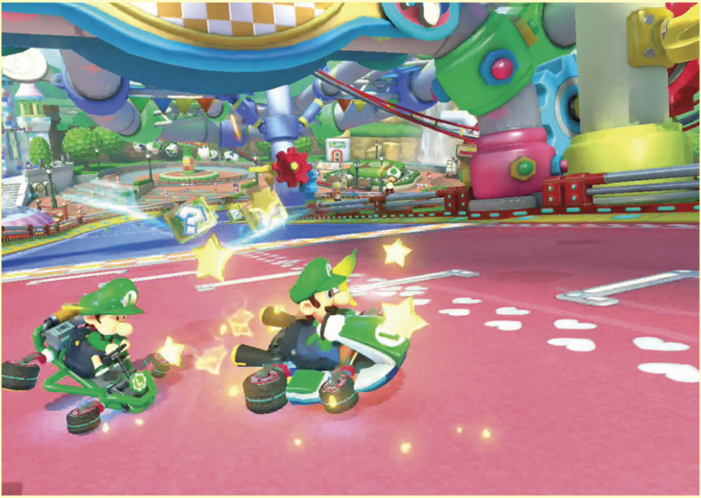


The simplest track in *Mario Kart 8 Deluxe* is a wide oval surrounded by colorful toddler amusements. Two straightaways connect two long, gentle curves, allowing for maximum speed, drifting, and item mayhem. Because the course is so short compared to other tracks, the lap counts are higher here.

CAUTION: ROADSIDE UNASSISTANCE

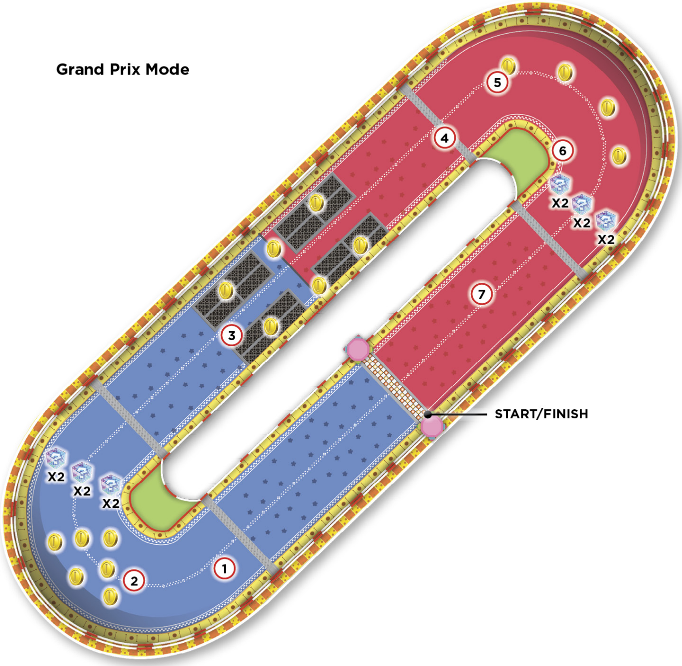


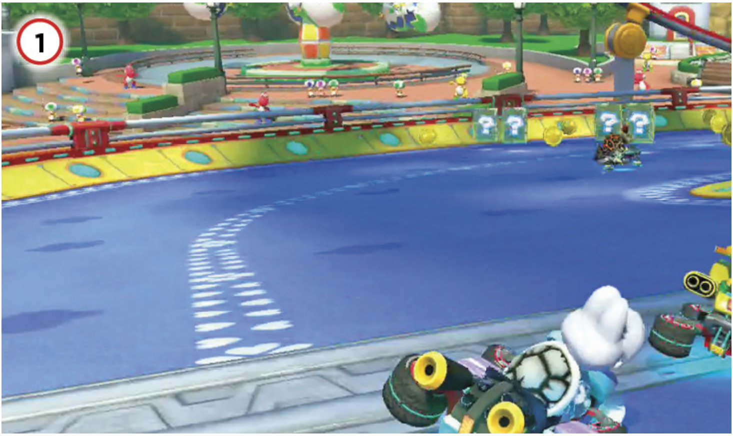
No Traction on Grass: Baby Park's main road hazard is simply the competition on the open road, but the inside of each sloping turn is a rough grass patch that will slow down karts trying to pass through without a Mushroom boost.



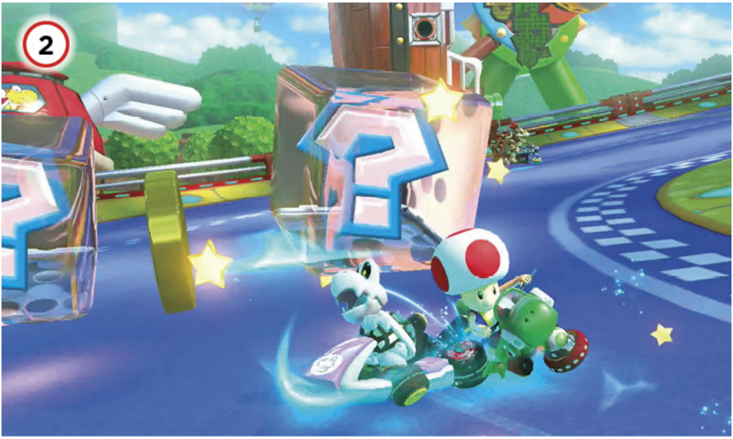
Permanent Antigravity: Vehicles in Baby Park have antigravity mode engaged for the entire race. This adds to the slippery havoc of the track, since drift characteristics around the oval banks are affected, and colliding vehicles both receive Spin Boosts.

Grand Prix Mode

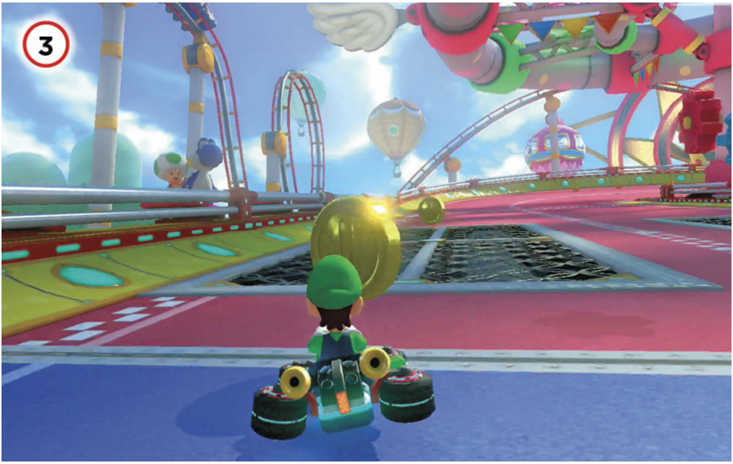




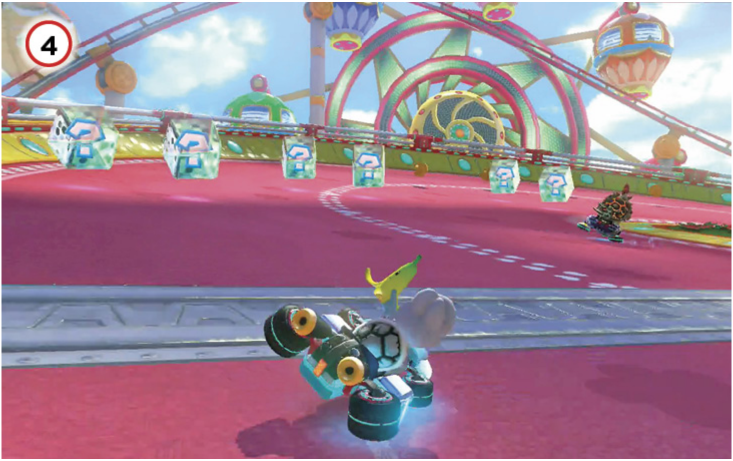
After coming off the starting grid (hopefully with a Rocket Start), the first decision involves how to take the first turn. If you're at the head of the pack, drifting wide around the turn allows maximum collection of Coins, while building a Super Mini-Turbo boost toward the first straightaway.



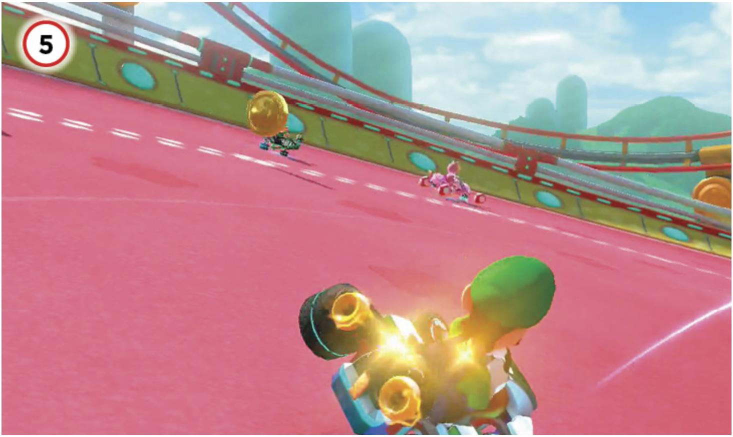
The Item Boxes in Baby Park move in pairs at different speeds around the track. By the time the racers are drifting into the first turn, the six Item Boxes in pairs round the corner, passing through the cluster of Coins. Afterward, as the race progresses, you'll run into duos of Item Boxes traveling together continually.



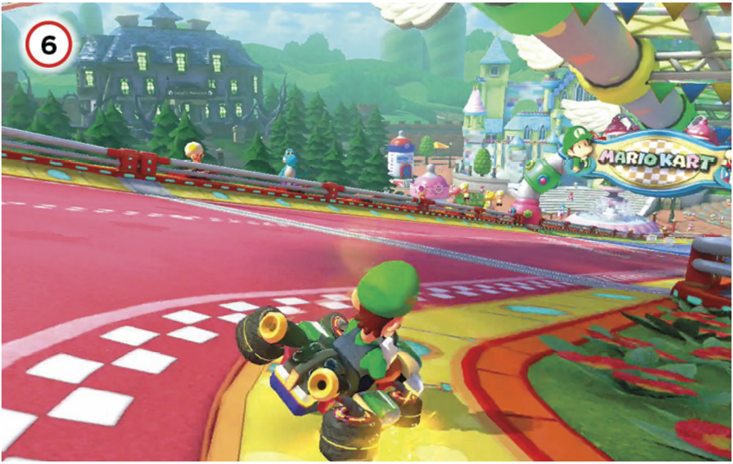
Down the straightaway opposite the starting grid, there are three Coins in a line down each side. Veer wide in one direction or another to build toward ten Coins in reserve. Apart from these Coins and those in the curves, more are sure to build up on the track as racers score item hits against each other, knocking Coins loose.



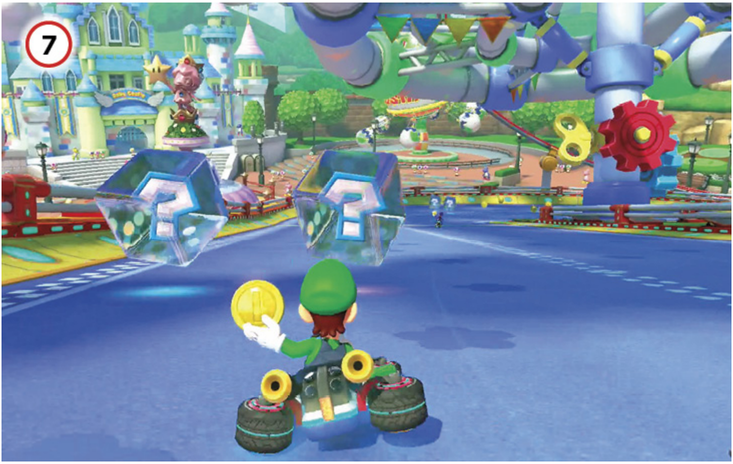
Approaching the second turn, another group of Item Boxes traveling in pairs rounds the corner. Replenish or bolster your items held with one of these boxes while preparing to tackle the curve.



Four Coins are arranged around the curve in a path, allowing a racer traveling that line to greatly increase their kart's top speed. When Coins are full, take a tighter path out of the turn toward the finish line.



With a Mushroom in hand, a minor shortcut off-road is doable, allowing the sharpest possible turn around the bends and the straightest, fastest insertion back into the straights. Instead of drifting smoothly in the middle of the road through the Coins, start the drift earlier, turn sharper, then activate the Mushroom to blast right through the grass in the straightest line possible. Without a Mushroom, it's safe to cut the turn as tight as the yellow banked curb, but not into the flowers and grass. However, at 200cc you can clip a portion of the grass and still maintain both momentum and drift buildup.



Encounters with Item Boxes after the first lap will be with a pair at a time, as the slightly different speeds of the pairs split up their original lines of six. In general, if you need an item ASAP, veer to the outside of the track, where the fastest pairs travel. If you're stocked with an item or two already, you can take a tighter path around the inside of the track to slightly shorten the overall distance you have to travel.

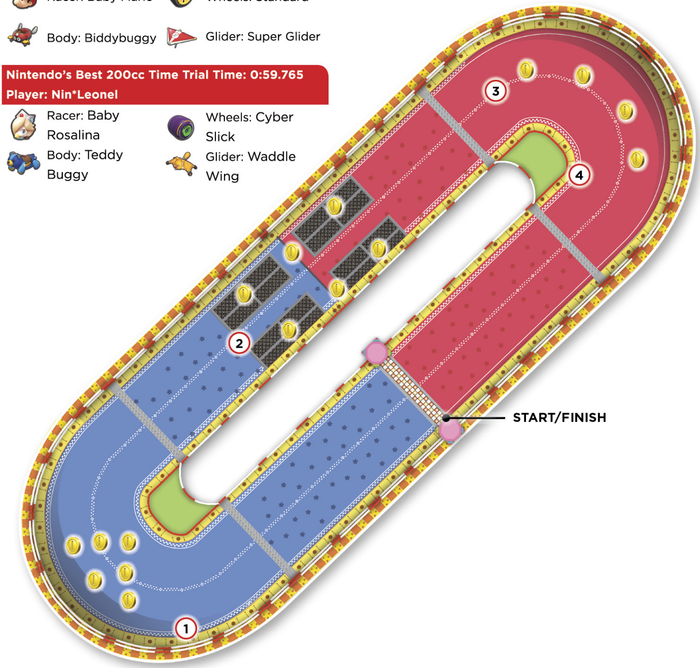
Nintendo's Best 150cc Time Trial Time: 1:16.561
Player: Nin*Joost

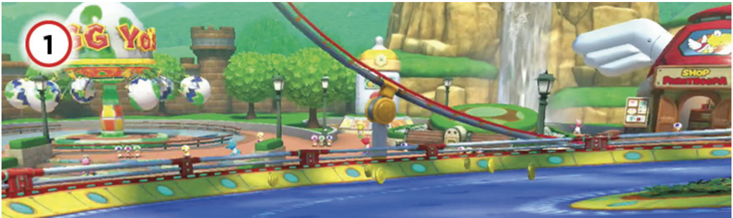
Racer: Baby Mario
Wheels: Standard
Body: Biddybuggy
Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 0:59.765
Player: Nin*Leonel

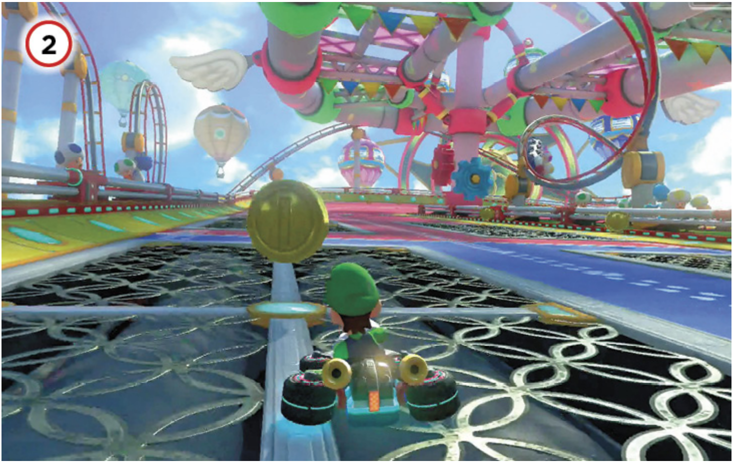
Racer: Baby Rosalina
Wheels: Cyber Slick
Body: Teddy Buggy
Glider: Waddle Wing

Time Trial Mode

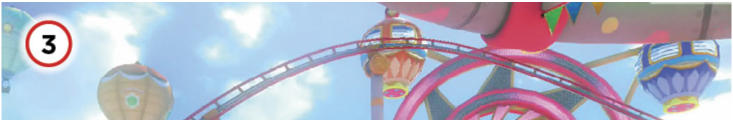


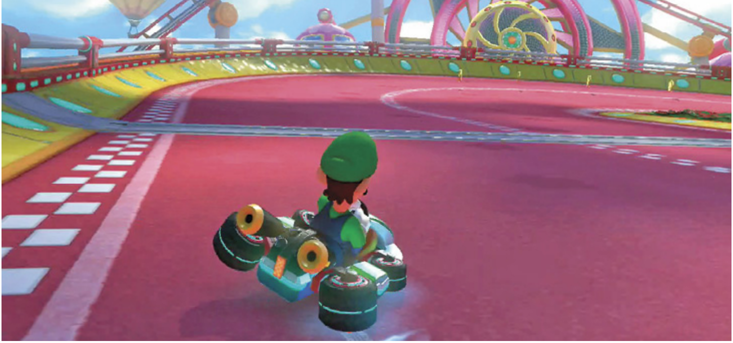


As usual during Time Trial, earlier laps should focus on maxing out Coins at ten while racing cleanly, and later laps can be devoted to blasting through shortcuts with Mushrooms. Baby Park races last for seven laps instead of three, though, so the extremely loose guideline of “one Mushroom per lap” that’s usually applied to Time Trials doesn’t apply here.

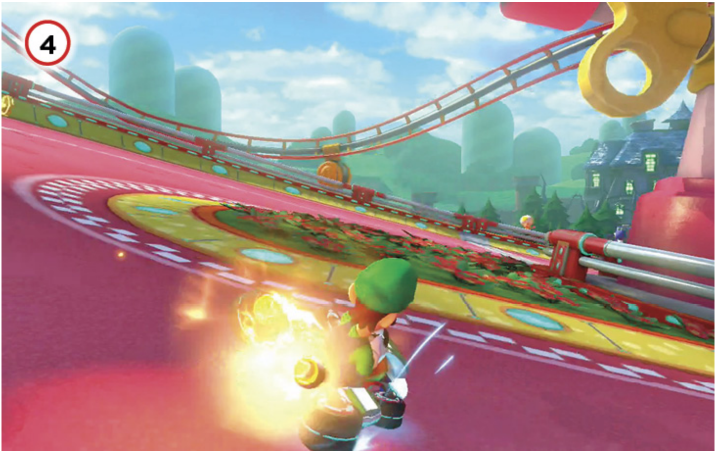


Collecting three Coins up either side of this straightaway will put you at six Coins total if you also swept up three Coins going wide in the first turn.





The four Coins around this turn can put you at ten total after one lap, with six laps to go.

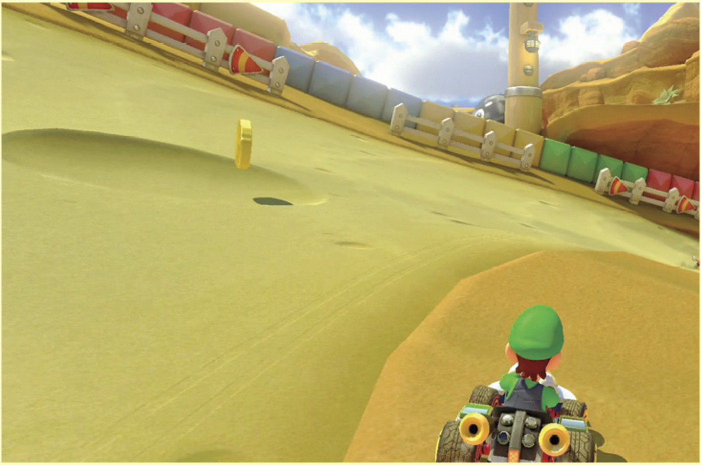


On later laps, with Coins filled up, take this turn much tighter, either cutting into the yellow curb (which doesn't slow vehicles down) or cutting even more sharply through the flowers and grass with a Mushroom.

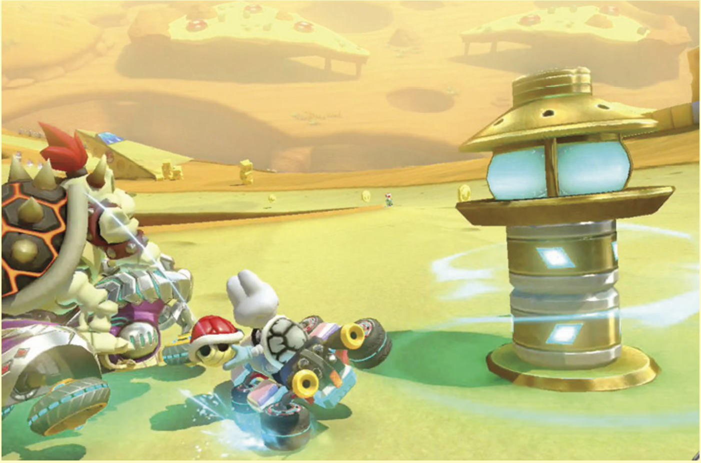
GBA CHEESE LAND

Crossing Cup's second course is held on a paved and presumably delicious cheese landscape. The course is lined in most places with big expanses of rough terrain waiting to bog vehicles down in grainier cheese sand, with jumps, secrets, and obstacles sprinkled liberally along the route.

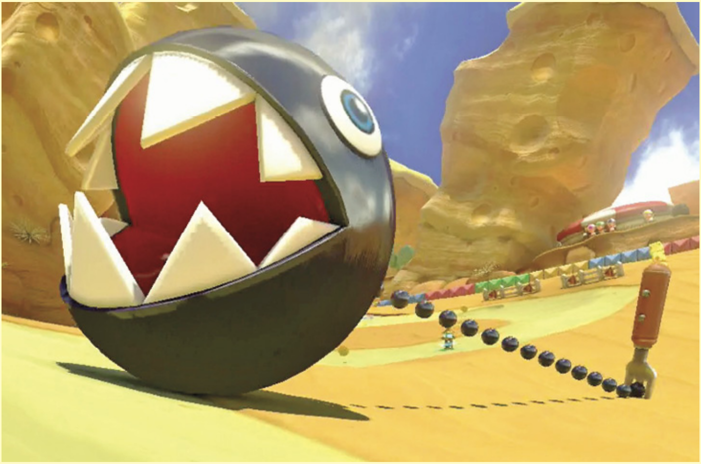
CAUTION: ROADSIDE UNASSISTANCE



The Cheese Stands Alone: The course is surrounded by cheese sand, so taking a turn too wide or misjudging a shortcut will lead to a great loss of speed and momentum, as you must trudge through sand back to the smooth sections of track. Additionally, hole-laden blocks of cheese found in the sand in some places (usually right in front of shortcut jumps) will stop momentum even further, unless a Mushroom is used to blast right through the sand and Swiss.

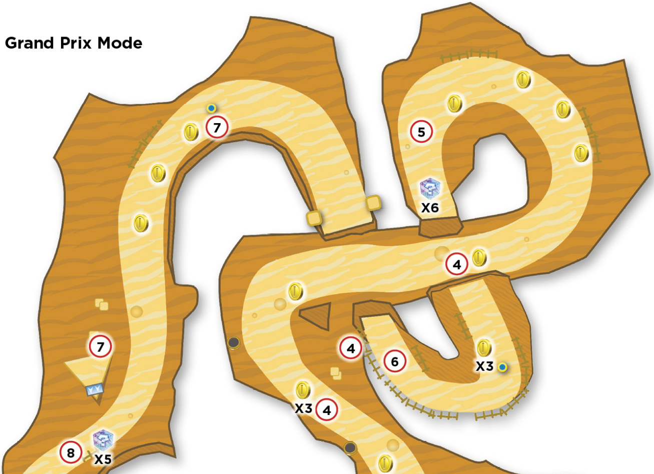


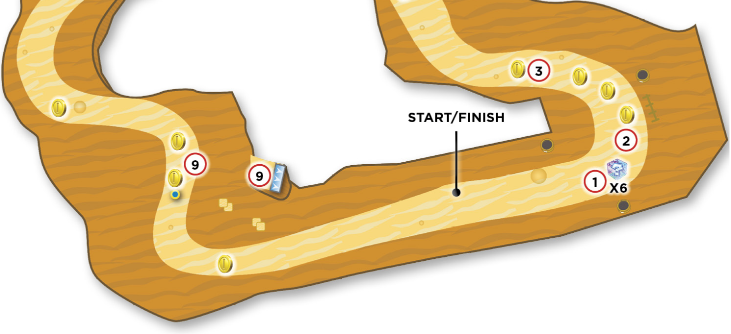
Antigravity and Spin Boost Pillars: A portion of the track after a big jump puts racers into antigravity mode. Spin Boost pillars found in this section will give vehicles a solo Spin Boost on contact. Some sheer drop-offs and menacing Chain Chomps are also found along this segment.

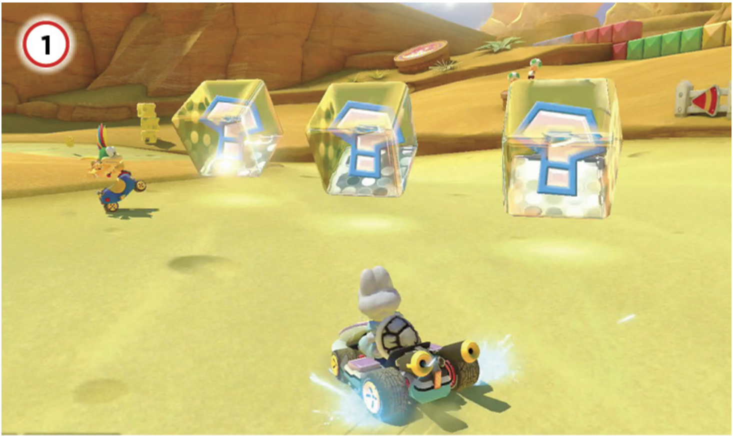


Chain Chomps: These enormous hungry baddies snap at passing cars as far as their sturdy chains allow. Avoid them by passing wide or driving underneath when they strike off the ground. You'd think they'd just have some cheese.

GRAND PRIX

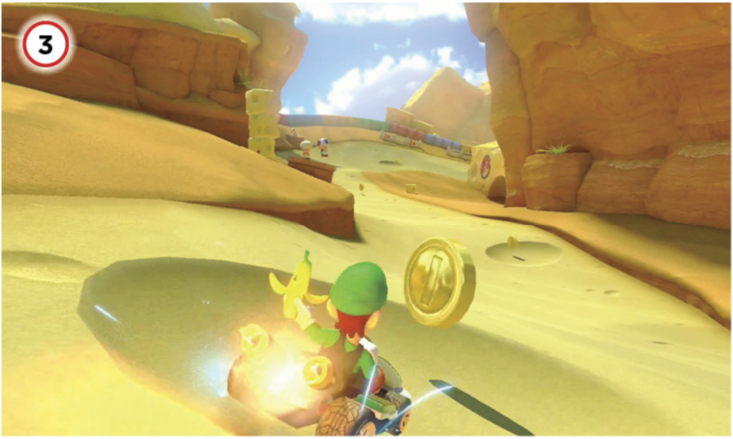




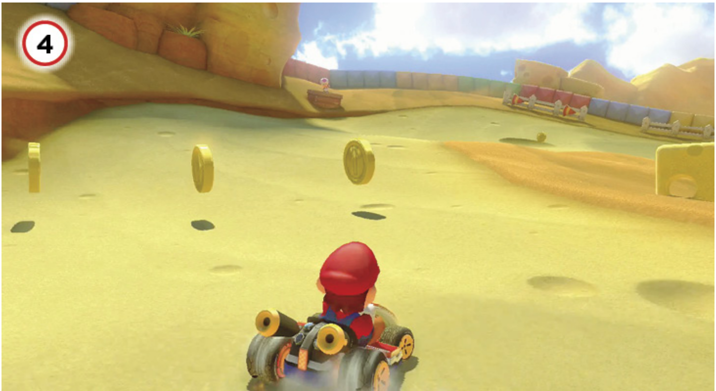


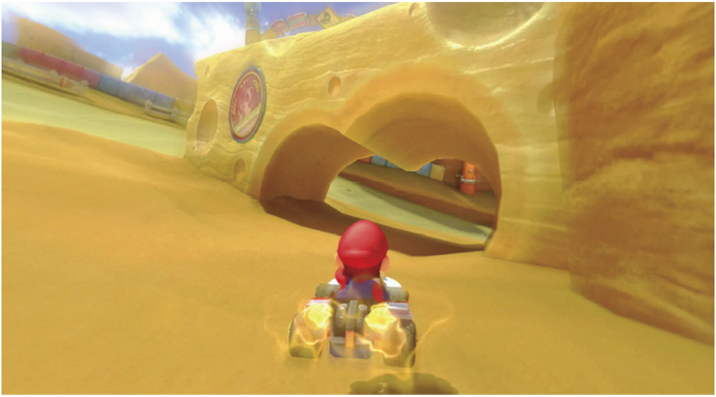
Your first shot at items comes right after the start of the race, heading into a drifting left turn. With all the sand on the edges of the course and several shortcuts, Mushrooms are especially useful when acquired.

Four Coins are spaced throughout the first hairpin turn, allowing you to build up max speed.



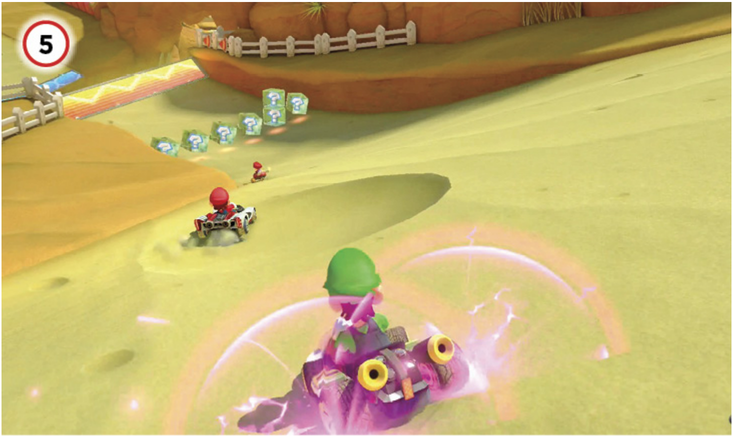
The fourth Coin along the turn is in a smooth cheese crater, and the Coin coming up ahead is too. The ramped walls of these concave craters will give vehicles a bit of lift as they drive up and out of craters, like driving up small ramps. With enough speed, this small jump allows for Jump Boost tricks, even just off the ground! This is especially true using drifting Mini-Turbos or Mushroom boosts in and out of cheese craters.



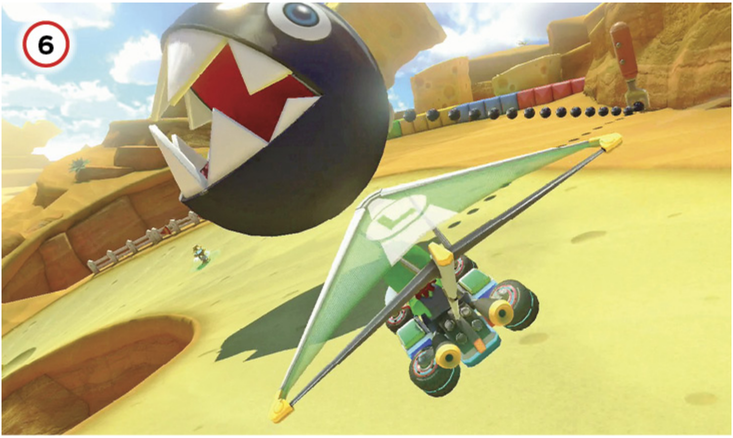


Three Coins laid across the road point the way to a shortcut. If you don't have a Mushroom ready, then continue through, grabbing one of the Coins along the way. Prepare to turn right and navigate another two Coin craters.

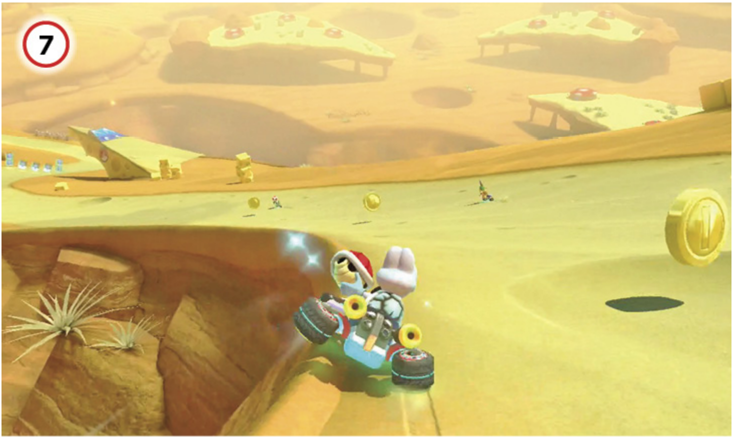
But if you have a Mushroom ready, veer off-road to the right before the three Coins, activating the Mushroom and powering through the sand underneath a cheese arch. Be ready to turn right after the arch and return to the road.



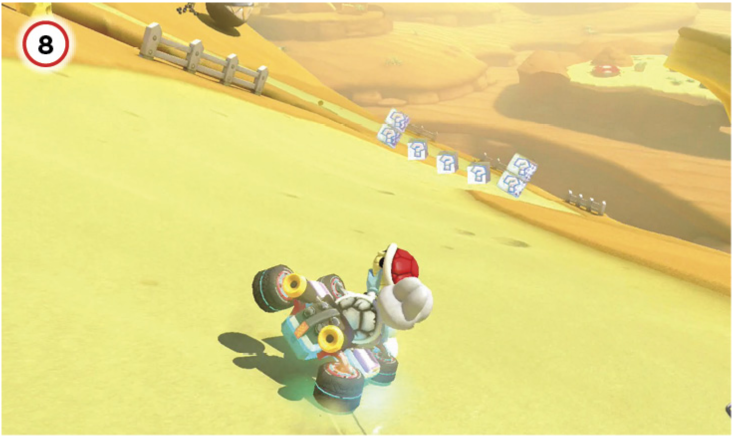
This curling turn goes on so long that it's easy to build to a purple-sparking Ultra Mini-Turbo boost by drifting all the way through. With a little more control along the outside of the turn, four Coins can be collected leading into the jump ahead. Some Item Boxes just before the ramp enable item replenishment heading into the next segment.



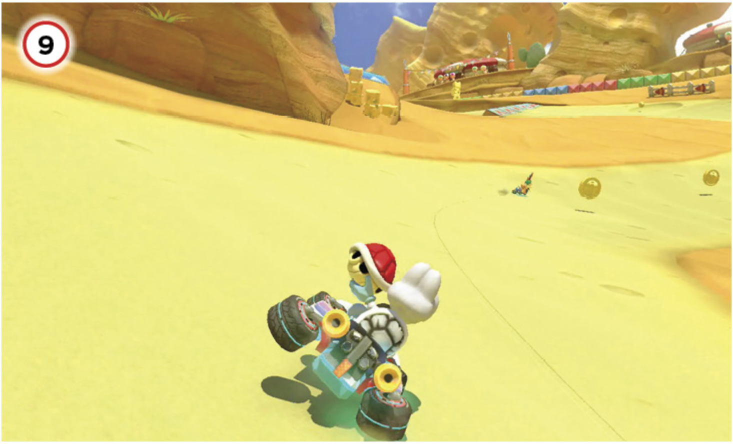
Landing from the ramp crosses an antigravity panel and puts all vehicles into antigravity mode. A hairpin turn to the right lies ahead, with some Coins and a Spin Boost pillar. Just past the pillar, a ramp launches vehicles over the road below, and it's glider time. A Chain Chomp past the gap greets vehicles coming in for a landing. Be ready to veer left out of its reach while continuing to maintain altitude, or dive just under the Chain Chomp as it snaps at racers higher off the ground.



The left turn beyond the Chain Chomp doesn't have protective walls on either side, so take care not to fall off. A Spin Boost pillar and the following cheese crater (holding a Coin) provide two chances for free speed boosts along this stretch. A ramp off-road to the right just past the Coins provides a soaring glider shortcut over the gap ahead, if a Mushroom is handy. Some tasty-looking chunks of cheese block the way, but they're no match for a Mushroom boost!



The twisting road ahead leading around the off-road ramp shortcut starts with some Item Boxes. Veer wide to either side of the road to claim the double Item Box, if possible. The Chain Chomp ahead will usually strike at ground level, so stay to the left of the road to assure safety.



Straight ahead just past the Chain Chomp, more blocks of cheese barely disguise another off-road ramp shortcut. A Mushroom boost here will launch you over the sand and short hill ahead, closing in on the finish line via glider. When approaching this section fungus-free, you'll have to navigate the final stretch of twisting road surrounded by speed-destroying sand. A final left turn leads to two ramps; antigravity mode finally shuts off after the second ramp. Jump Boost off each ramp on the way to the finish line.

TIME TRIAL

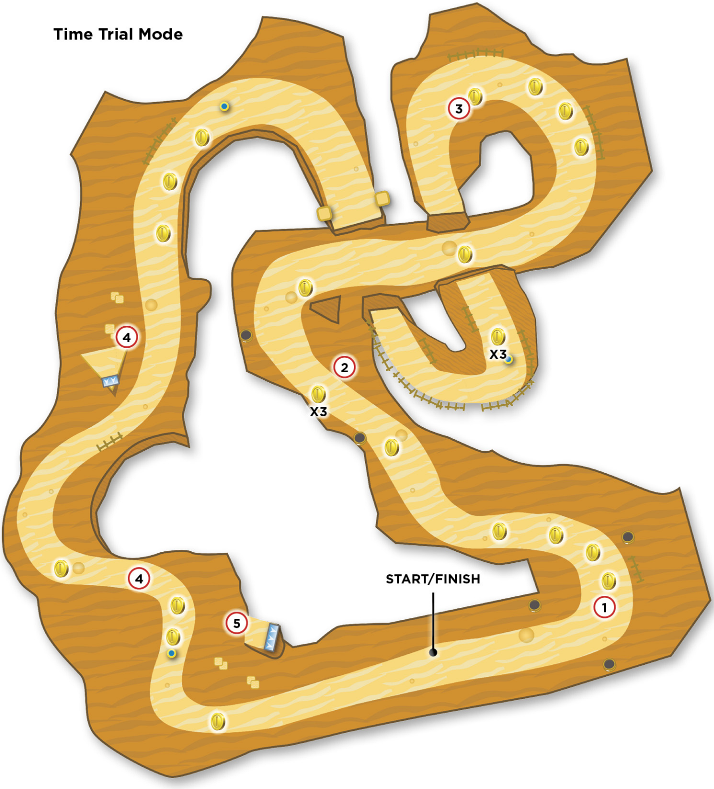
Nintendo's Best 150cc Time Trial Time: 2:06.316
Player: Nin*Chris

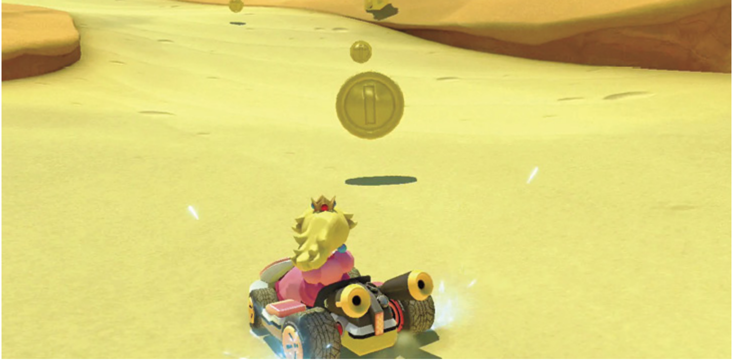
Racer: Yoshi
Wheels: Monster
Body: Pipe Frame
Glider: Parafoil

Nintendo's Best 200cc Time Trial Time: 1:41.248
Player: Nin*Aracel

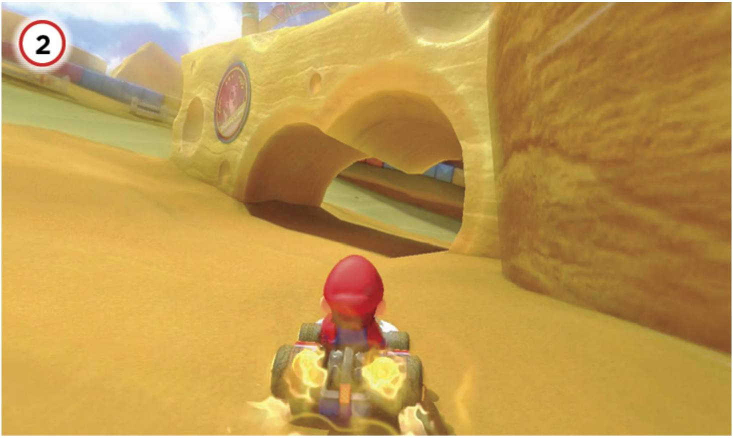
Racer: Donkey Kong
Wheels: Roller
Body: Streetle
Glider: Flower Glider

Time Trial Mode

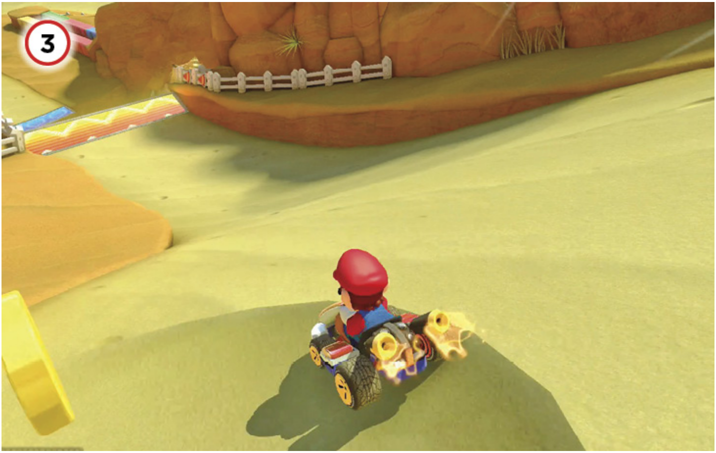


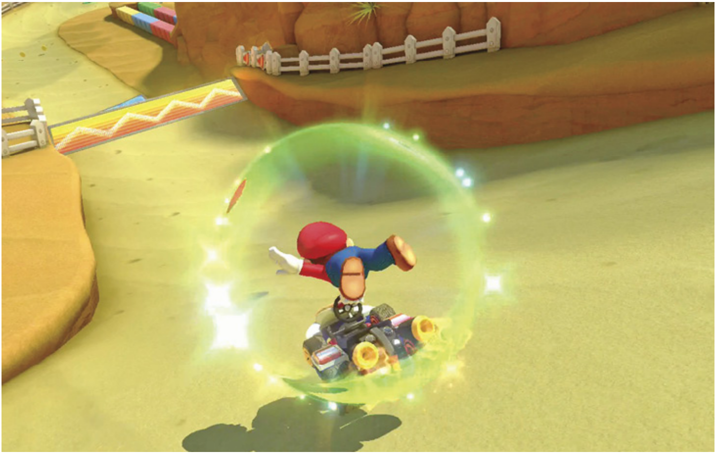


It’s important to collect as many Coins as possible on the first lap, starting with the four along the first turn.

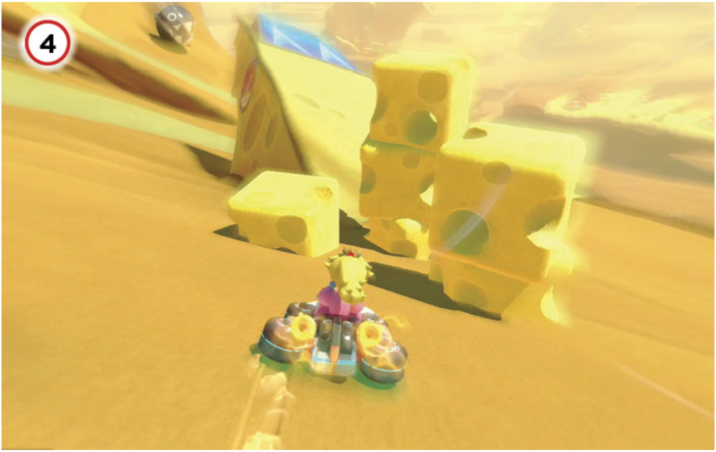


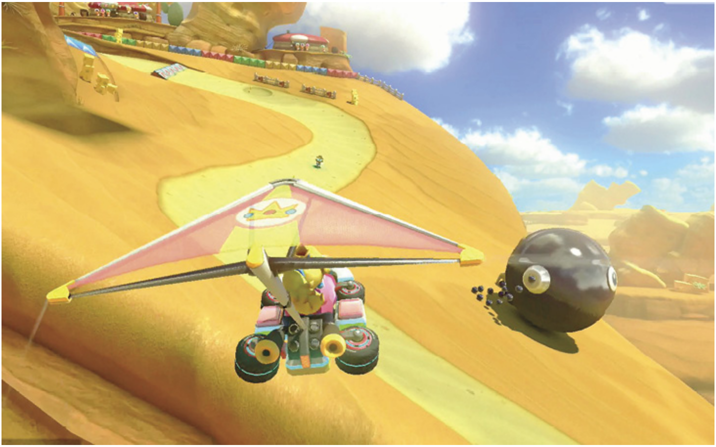
Following the road during the first lap allows the quickest collection of ten Coins and top speed. On later laps, you may choose to use a Mushroom to go off-road under the cheese arch to the right of the track.



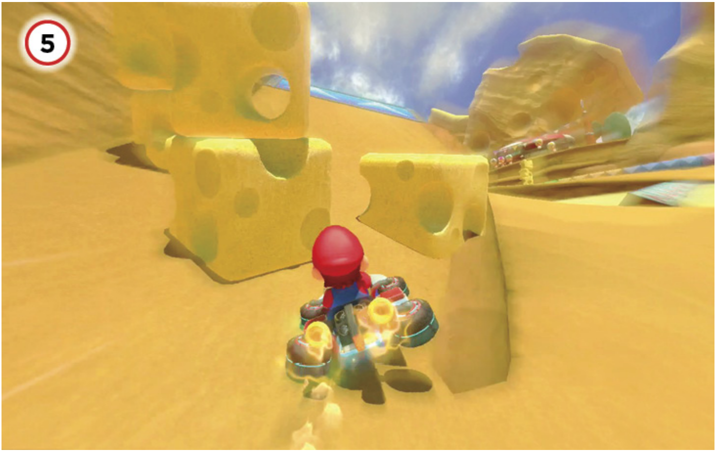


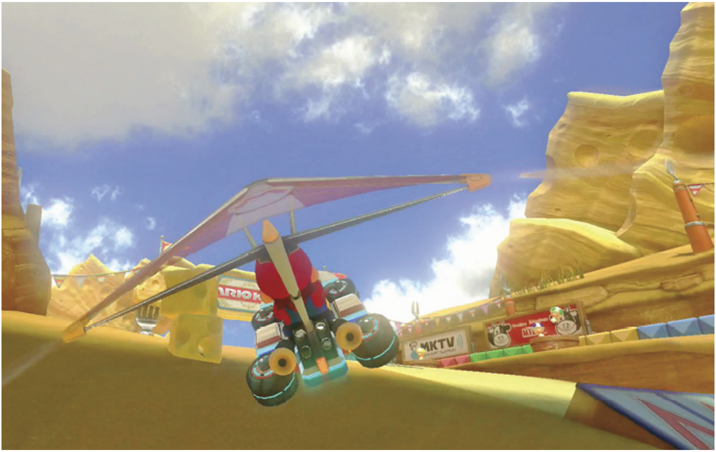
Drifting around the hairpin turn toward the jump into antigravity territory, it's possible to arrive at ten Coins stocked. Going this fast, driving into cheese craters on the track usually gives you a chance to do a low-altitude Jump Boost driving back out. Still, even with so many opportunities to go fast, it's crucial not to get greedy and end up sliding off the track and into the cheesy dirt. Any accidental off-road excursion or plunge off an unwalled section of track spells doom for a solid Time Trial attempt here.





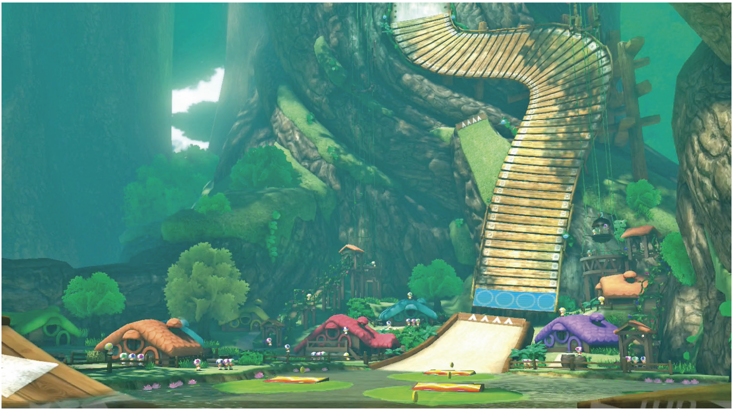
A Mushroom-fueled beeline for the ramp here allows you to skip a winding section of track ahead. The second Chain Chomp is entirely avoided, and the shortcut puts you on a direct path for the very next shortcut, if desired. Of the track's three big Mushroom shortcuts, this is the most meaningful. It's a good idea to spend one Mushroom per lap clearing this gap.





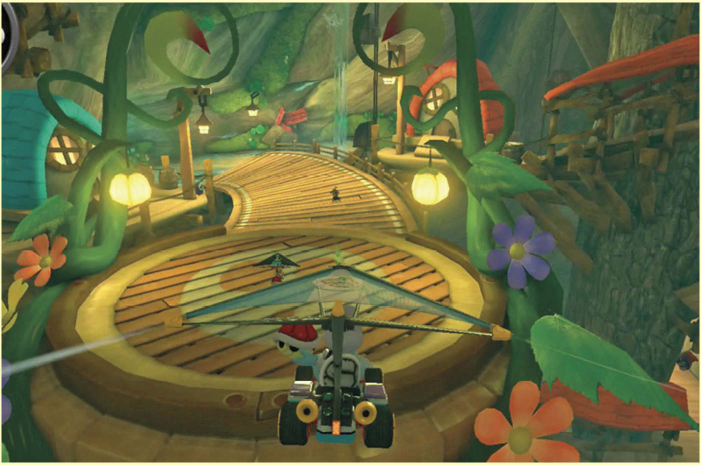
The last major shortcut in Cheese Land is a ramp found just after the second Chain Chomp. It's to the left of the track, partially blocked by blocks of cheese. A Mushroom dash through the cheese and over the ramp can carry you clear over the finish line. If you opt not to jet over this shortcut, following the winding S-curve toward the finish provides several chances for Mini-Turbo drifts and Jump Boosts.

WILD WOODS

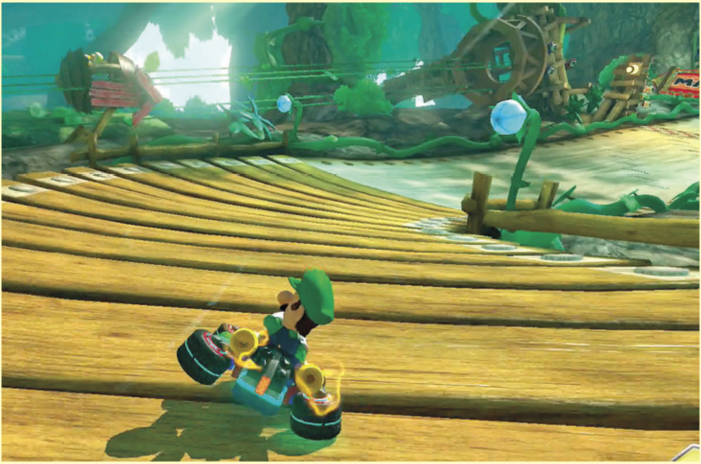


This aptly named racing romp takes place winding through a Shy Guy tree city. Precarious driving over high-altitude, rickety wooden tracks gives way to a virtual flume ride downhill through rushing water. From the pond the water feeds into, an antigravity-enabled climb straight back up the trees completes the circuit.

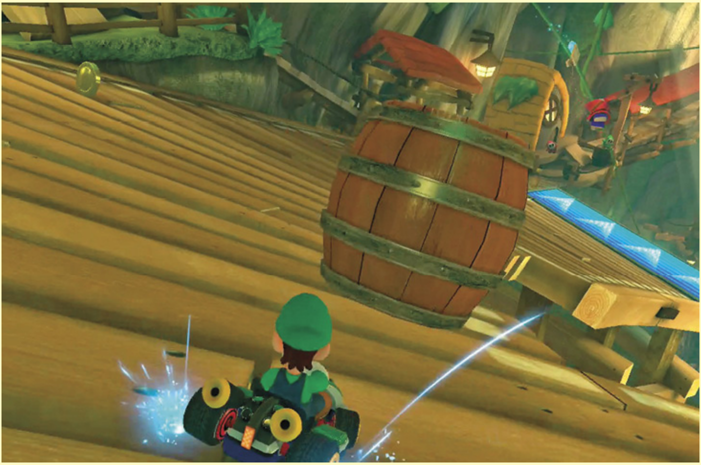
CAUTION: ROADSIDE UNASSISTANCE



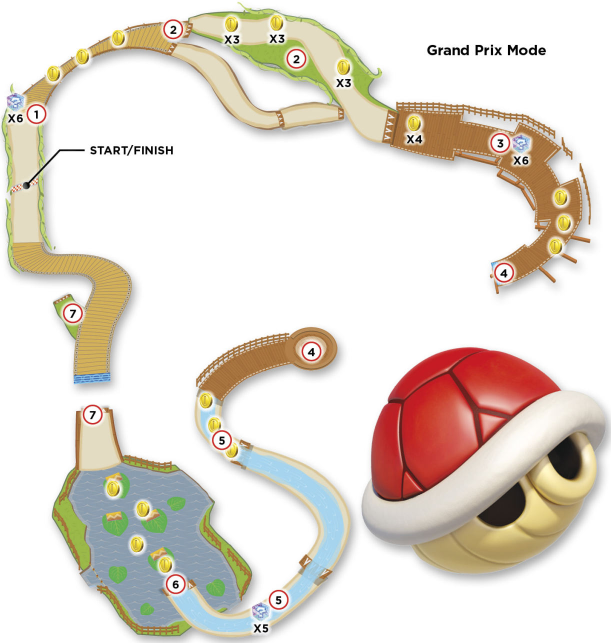
Watch Your Step: Several sections of the track lack protective barriers. There's nothing stopping out-of-control vehicles from spinning off completely—except for Lakitu catching them, of course. This course also contains several smaller jumps over gaps, and an extended glider jump.

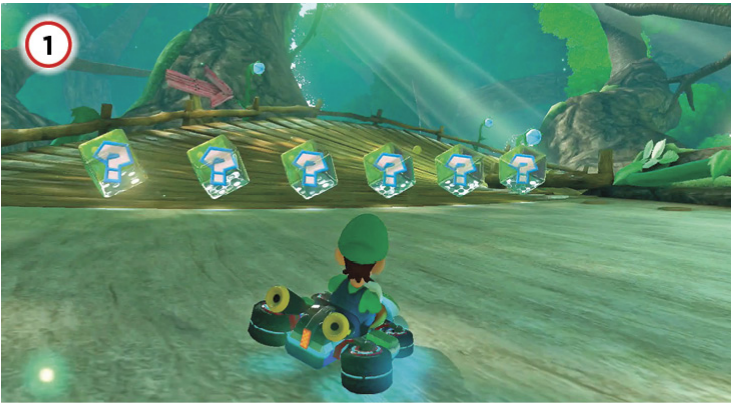


Better Than a Ladder: A section of track that includes the starting grid has antigravity enabled, since it's a section of racetrack that ascends straight up through the huge trees!

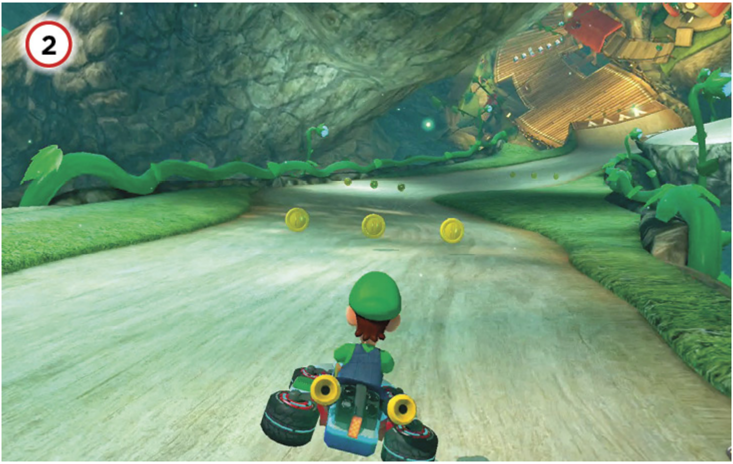


Barrels of Fun: Predictably, trying to drive through a big wooden barrel will be bad for your forward progress. Swing around them as though an opponent has laid a Banana in your path.





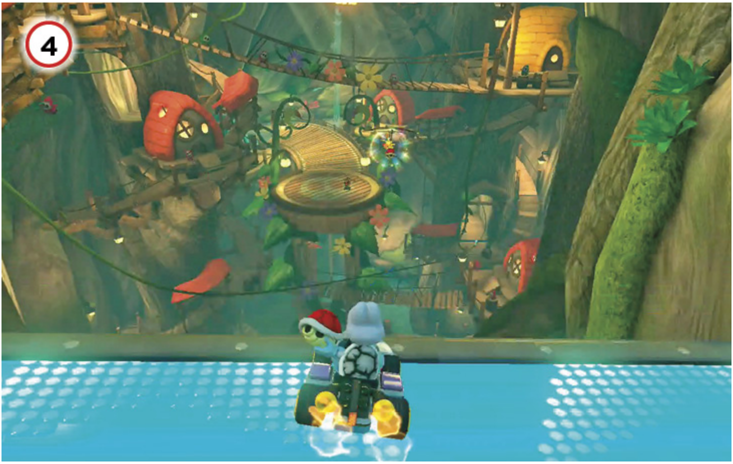
The first cache of Item Boxes is visible from the starting grid, so everyone will be squabbling in the treetops right away. Since you're in antigravity configuration here, any collisions result in Spin Boosts to both parties. After collecting an item here, there are three Coins lined up in the road ahead. Try to collect these while jockeying for position with other drivers and dealing with everyone's first item salvo.



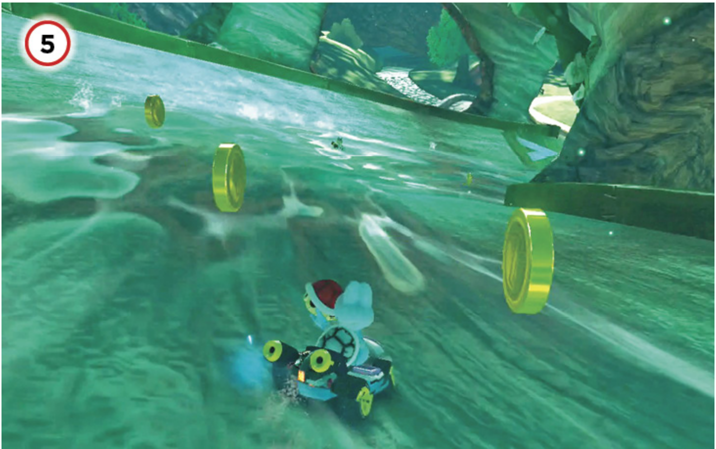
The track splits over a gap up ahead. Take the ramp one way or the other, Jump Boosting along the way. If your Coin count is low, take the left fork, which has several chances for change collection in a short distance. If you've already stocked up on Coins, take the right fork, which is slightly more direct (though also a little trickier, as the right path over the drop-off is narrow).

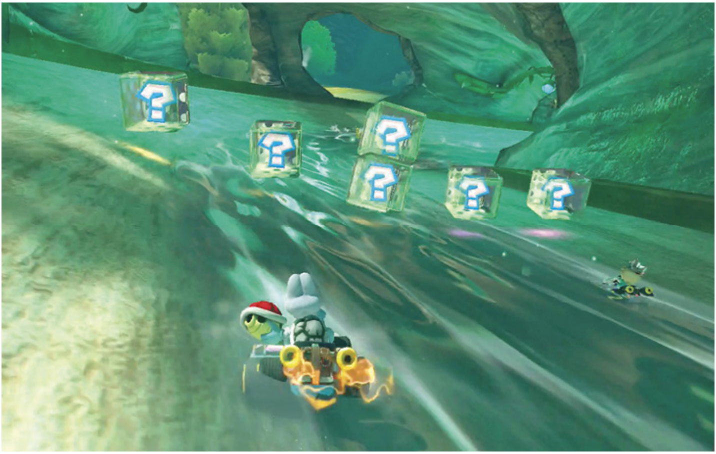
If you have a Mushroom ready to go, and aren't concerned about Coins, the fastest path through this split section is to Jump Boost off the left ramp, then Mushroom boost straight ahead through the grassy off-road patch here, arriving with a full head of steam at the ramp from the split section back to the wooden track. Collect a Coin during the jump, as your vehicle disengages from antigravity mode.

Hooking around to the right on the planked track, you'll pass a row of Coins, then more Item Boxes. There's one double Item Box in this group, second from the left. Taking a racing line to snag the double Item Box is a tad riskier than drifting tighter around the turn, since the unwalled track edge is closer. If you're going for the double Item Box, approach it in a racing line that skirts the left edge of the planks (allowing for the gaps), so it's easier to angle into the right turn after filling both item slots at once.



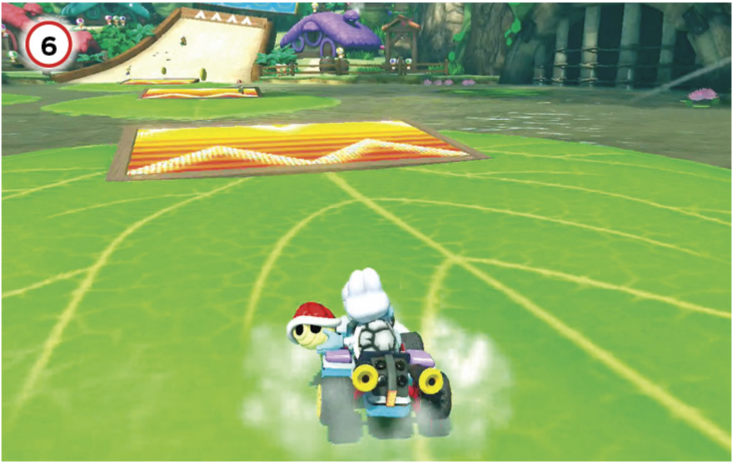
Three Coins line the route to a huge glider crossing. Jump Boost off the ramp, then guide your vehicle steadily over the gap. Be ready to swerve left upon landing on the far side.



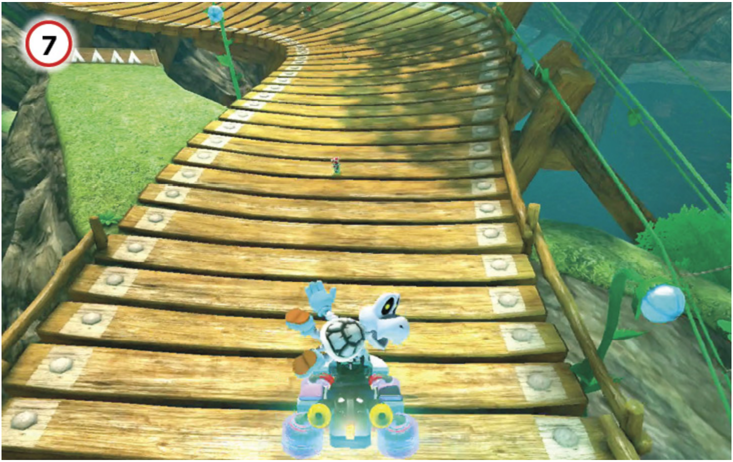


The race continues its descent through the trees after the gliding portion with a plunge down a drainage channel. A fast-running stream pouring down the channel helps wash everything along, including racers and glittering Coins. Between the Coins being carried along by the water, and any Coins dropped by adversaries getting into item warfare in this section, this is a great strip to either rebuild or max out your Coin reserves. While plunging downhill, be sure to Jump Boost over the short drops in the path for extra momentum.

In the final stretch downhill here, Item Boxes line the path. Travel right down the middle for the double Item Box. Snagging a Mushroom here is especially useful, since a late-lap shortcut through rough terrain is coming up.

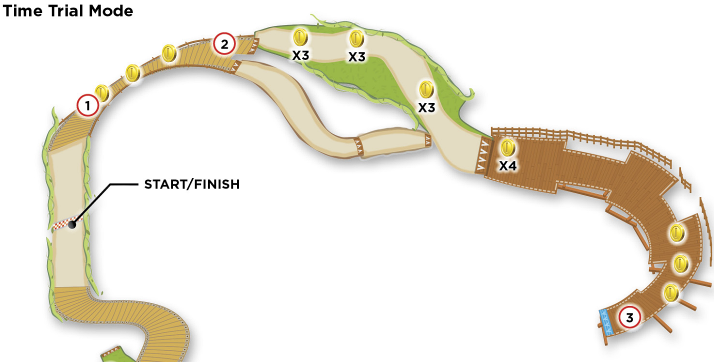


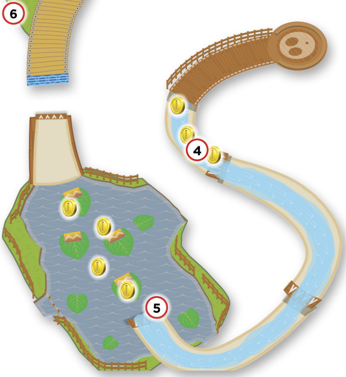
At the bottom, the channel pours into a shallow pond. Several big lily pads carrying dash panels float about, with the course leading to a sheer vertical surface at the far end of the pond. Accelerate across the pond, nailing as many dash panels as possible along the way. The dash panels provide a little lift as they kick your vehicle forward, allowing you to tack on a Jump Boost with good timing. The panels also happen to each hold a Coin, as a bonus.



After the pond crossing, the track resumes, with a ramp pointing at a wooden track leading straight back up. Panels just past the ramp kick in antigravity mode, allowing racers to begin the climb back up to the Shy Guy village in the tree canopy. Just after landing from the jump into antigravity mode, you can swerve left and plow through a brief off-road section with a Mushroom (if available), hitting a ramp over the small gap here for a last-moment shortcut pointed right at the finish line.

TIME TRIAL





Nintendo's Best 150cc Time Trial Time: 2:05.396

Player: Nin*Akira

Racer: Villager (Boy)

Body: Streetle

Wheels: Leaf Tires

Glider: Paper Glider

Nintendo's Best 200cc Time Trial Time: 1:27.555

Player: Nin*Mitsu

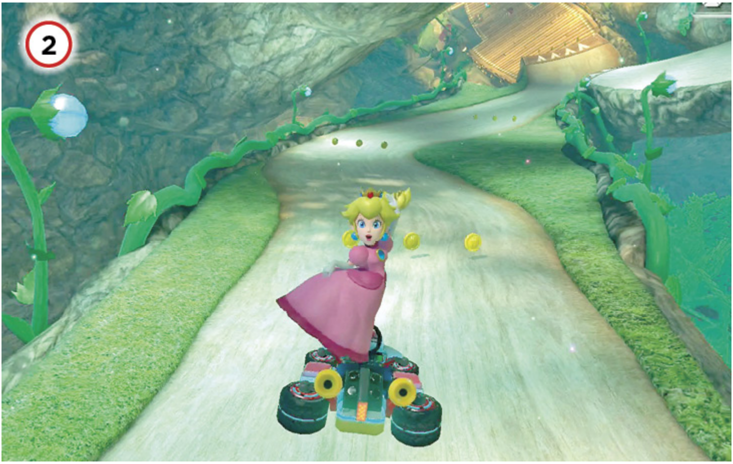
Racer: Villager (Girl)

Body: City Tripper

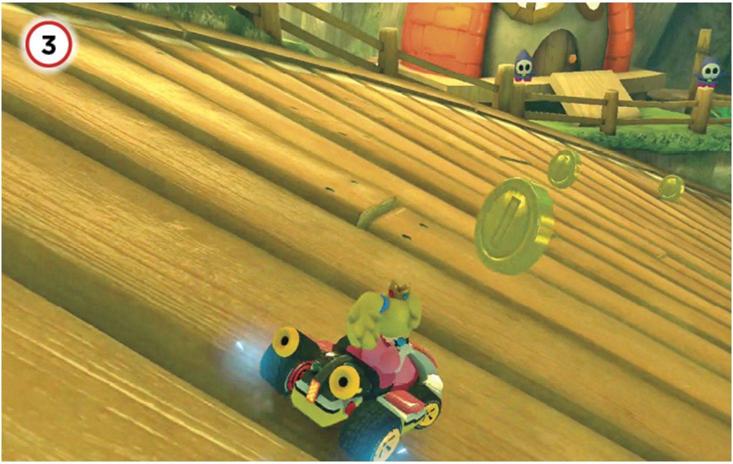
Wheels: Leaf Tires

Glider: Paper Glider

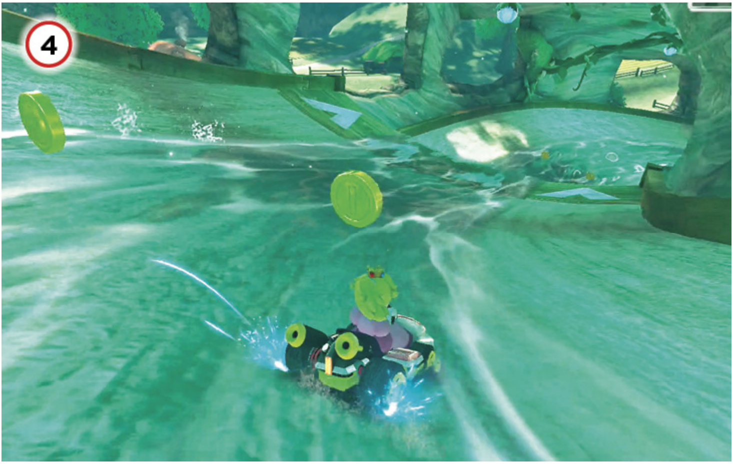
Coins are quite front-loaded in the first part of this track, so getting to ten should be accomplished quickly on a solid first lap.



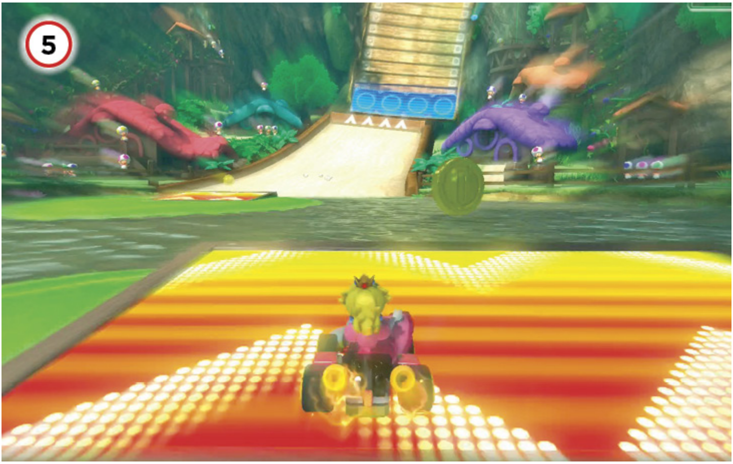
When building up Coin reserves, take the left path, which features patches of rough terrain that Mushrooms make short work of. A Mushroom can be used to blast over the inside edge of the left path, or even to leap over the not-quite-a-ramp patch of sloped greenery to the left of the *actual* ramp away from the split section.



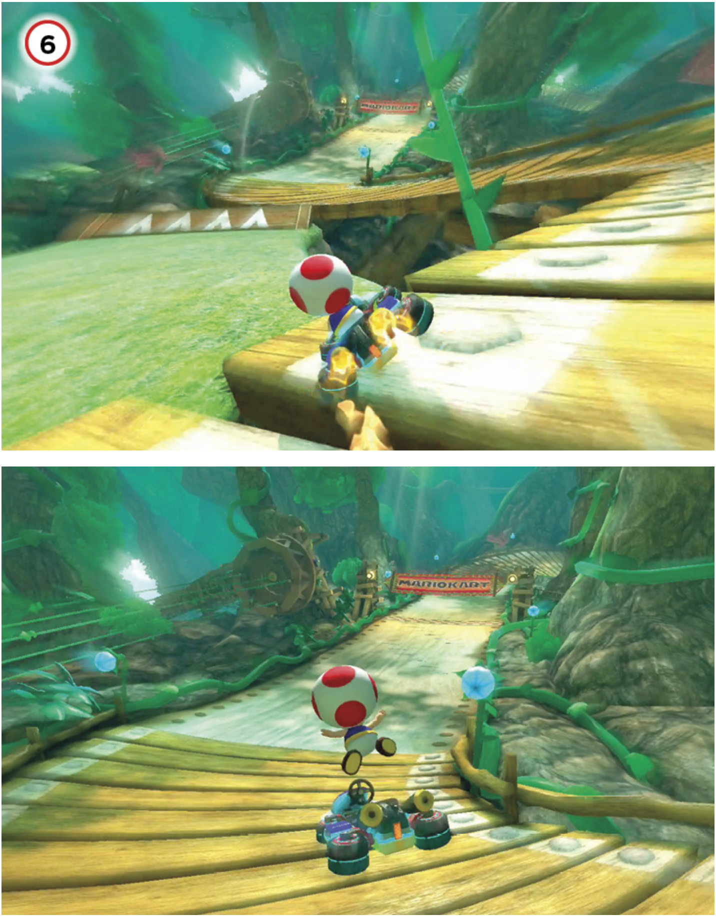
The wooden section of track here curves right, leading to a big jump. Along the route you'll have to steer clear of sheer drop-offs on the sides, and a barrel in the middle of the track. The three Coins found here can put you at ten in reserve already, if you've taken every chance so far to snag Coins, and haven't yet had any knocked away from collisions or item strikes.



Racing downstream, pick up Coins as they wash by if needed, but otherwise focus on the shortest path downhill. Be sure to Jump Boost over any short hops on the way down, as the path drops away several times in a shelf, or step.



The panels on the lily pads here provide an extra push across the pond, and a Coin can be found atop each one. However, if you've already banked ten Coins, try to trigger panels by driving over them off-center, avoiding the Coin in the middle. Coins don't respawn in Time Trial mode, and during later laps you might lament Coins you unnecessarily picked up earlier, when you need Coin replenishment and none remain.

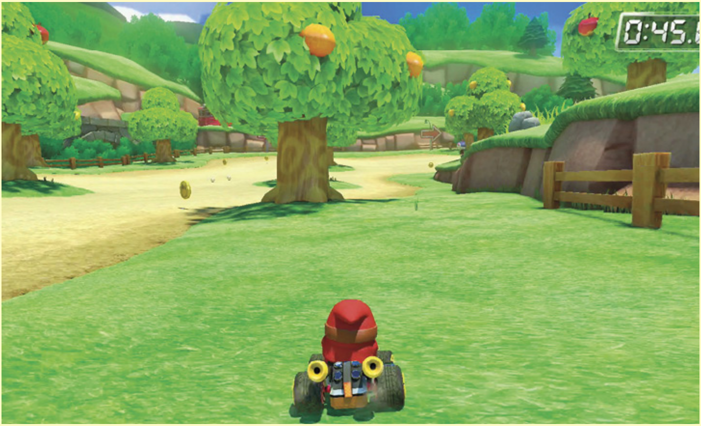


One of the best uses of a Mushroom in Wild Woods is this leaping shortcut toward the starting grid. With Triple Mushrooms ready, you can afford to take this shortcut every lap. After landing from the ramp out of the pond, immediately look to swerve left and blast through rough grass, right into the ramp beyond.

ANIMAL CROSSING

The peaceful hamlet of Animal Crossing has the local rowdiness index kicked up considerably as the Mario Kart Grand Prix rolls into town. True to Animal Crossing character, races in the village can take place during any season of the year, with the weather affecting race conditions. In terms of obstacles and hazards to watch out for, Animal Crossing is much more dangerous than previous tracks in Crossing Cup.

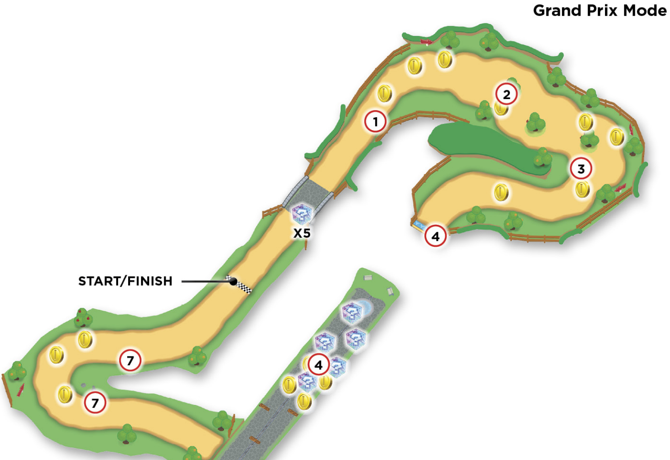
CAUTION: ROADSIDE UNASSISTANCE

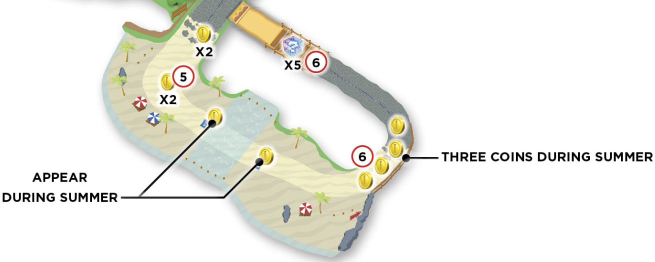


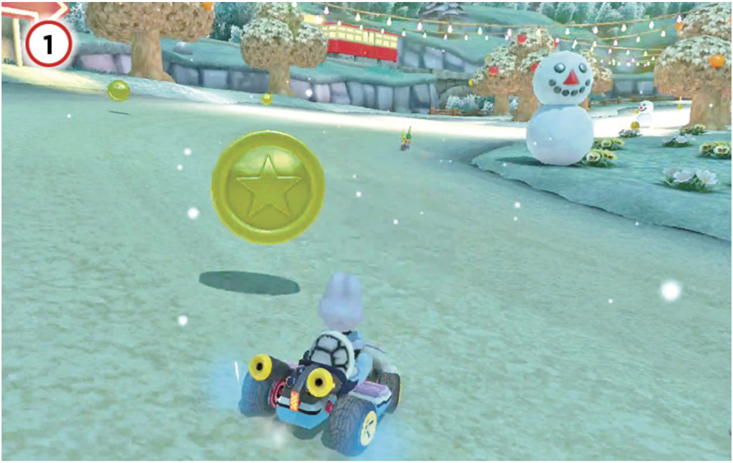
Roughing It: In this rustic landscape, almost the entire course is surrounded by rough grass, dirt, or sand, rather than any kind of guardrails. Veering off-road will lead to getting bogged down, unless you have a pocket Mushroom ready to bail you out.

Things to Not Smash Into: Whether it's trees in the grove, Mr. Resetti angry about all the ruckus above his underground home, off-road rocks, or winter snowmen, Animal Crossing is packed with on-course hazards.

GRAND PRIX

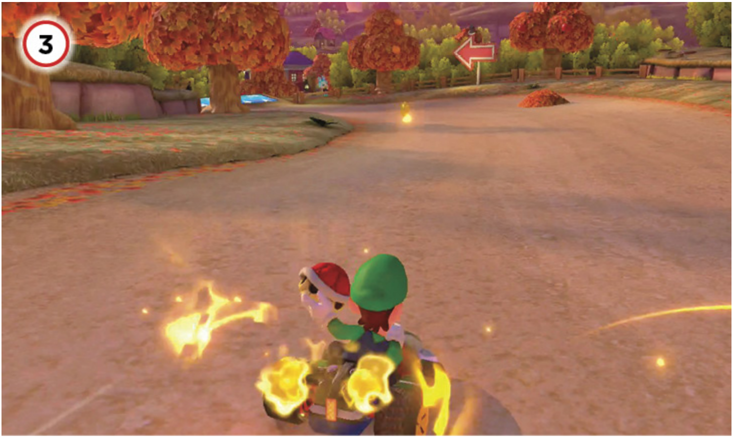






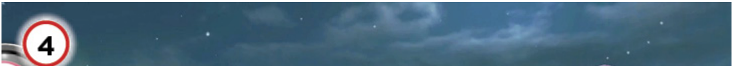
Racers will be shouldering each other right away for the Item Boxes strewn across the small bridge dead ahead. Beyond the bridge, the road curves right toward a grove of trees. Three Coins line the curve. Prioritize Coins early, but later on it can be worth using a Mushroom to cut hard right over the rough grass, boosting ahead toward the treeline.

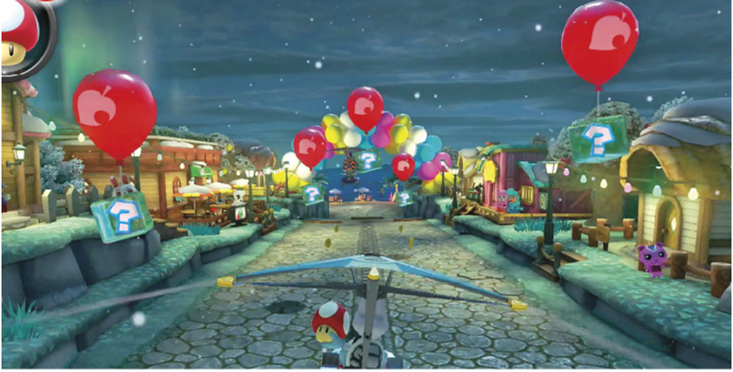
The sparse grove here is lined on both sides with speed-killing grass, and of course the trees are not too shabby at stopping vehicles dead. Stay on the clear path away from trees and grass. In the fall, there are also a few piles of leaves to avoid.



The right turn out of the grove can be cut much shorter by blasting over the grass with a Mushroom.

A much wider exit out of the grove provides a chance to build up Coins, though. Drift left following the three Coins that hook behind the last tree. Release the Mini-Turbo built up from drifting behind the tree in time to boost forward into the last Coin, heading out of the grove in the process. Either way, be ready to keep turning right sharply.

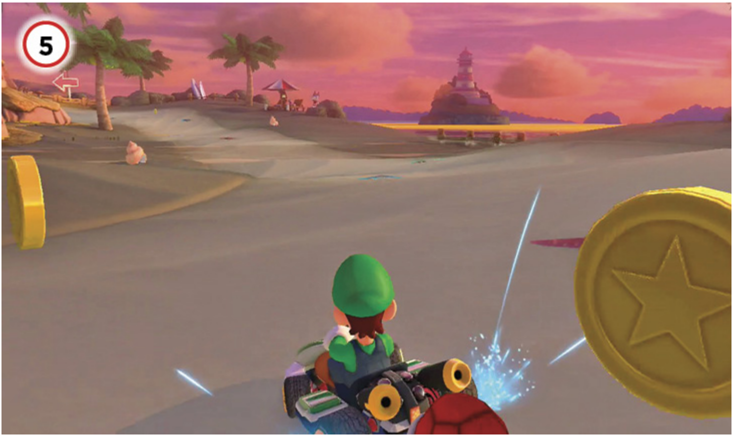




The first big jump in Animal Crossing sends vehicles airborne long enough to deploy their gliders, and the festive residents have set up an enticing choice concerning where to land just beyond the town fountain. If you need items, keep the nose up for altitude and aim toward the Item Boxes the villagers have set up floating in the air, suspended by balloons above the track. If you're focusing on collecting Coins, nose down and land earlier, veering to scoop up two Coins along the way on either side of the road. Farther ahead there are another two Coins, giving another chance at adding to your max top speed.

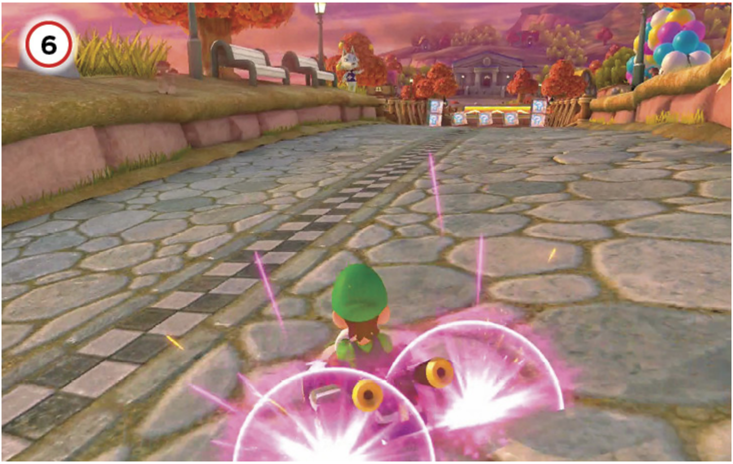
NOTE

If you pay attention to your Coin total while zooming around Animal Crossing, you may notice the icon differs from what you see in other courses. That's because the Coins you're collecting are Animal Crossing's local currency—bells!



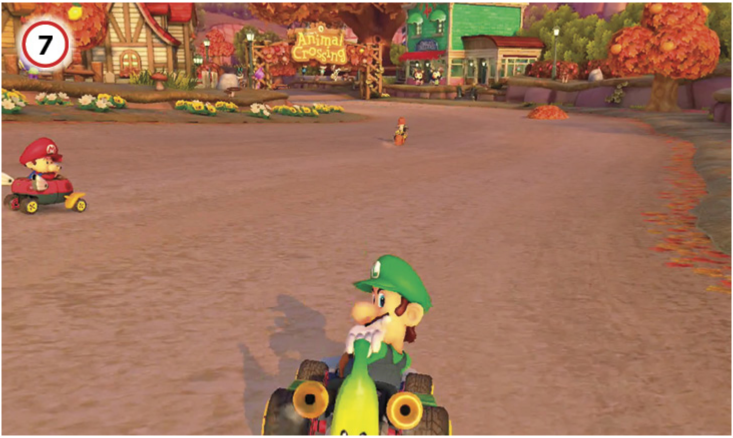
There's nothing like a day at the beach! Again, there's a place to cut corners with a Mushroom here—cut left on the extreme inside of the track, well into the sand, then rejoin the track ahead before the Mushroom boost wears off. Without a Mushroom, just follow along the paved part of the beach track, preparing for another big turn up ahead.

During the summer, ramps deployed on the beach track allow Jump Boosts and Coin collection. The potential for Jump Boosts means that it's better to save your Mushroom for somewhere else in summer, and just ride the ramps here.



If you haven't maxed out top speed yet, focus on collecting the Coins on the curve. If you have, then take the turn tighter and prioritize scoring a well-aimed Mini-Turbo boost.

Once the curve straightens out again, there's a small bridge here lined with Item Boxes. For a double item pickup, ride either side of the track for the Item Box on the end. Beyond the pickups, coming up ahead there's a big jump over a lower section of track. Aim well off the ramp and Jump Boost on takeoff to gain momentum heading into the final stretch.

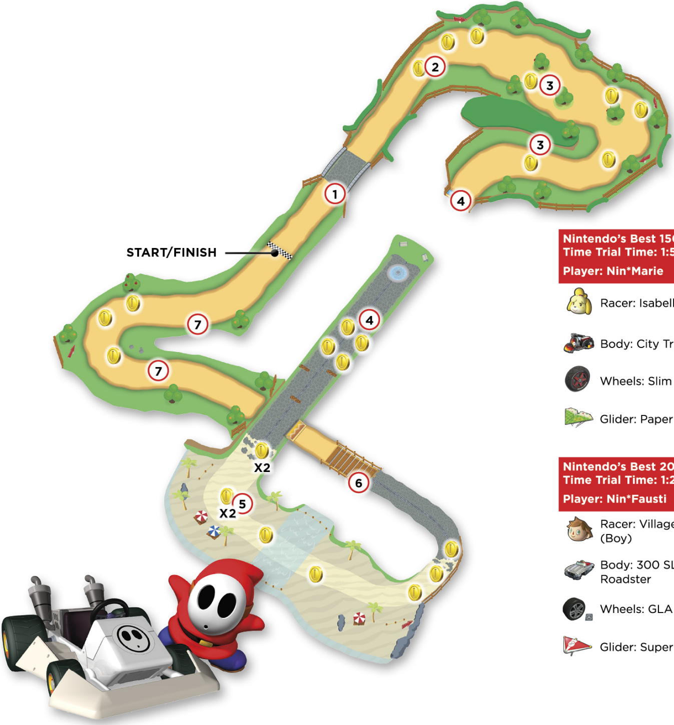


The wide right turn ahead has rough grass and impenetrable rocks on the inside, and furious Mr. Resetti popping up right from the dirt of the track. The best Mushroom shortcut presents itself here, since you can turn hard right and barrel over the grassy off-road patch, aimed straight at the finish line and burning serious rubber. Of course, be sure to avoid slamming into the rocks in the grass along the way.

On the other hand, if you're not using the shortcut yourself, you can spoil the fun for other racers by dropping Bananas where Mushroom-boosters typically exit the grass.

TIME TRIAL

Time Trial Mode



Nintendo's Best 150cc Time Trial Time: 1:53.584

Player: Nin*Marie

Racer: Isabelle

Body: City Tripper

Wheels: Slim

Glider: Paper Glider

Nintendo's Best 200cc Time Trial Time: 1:23.417

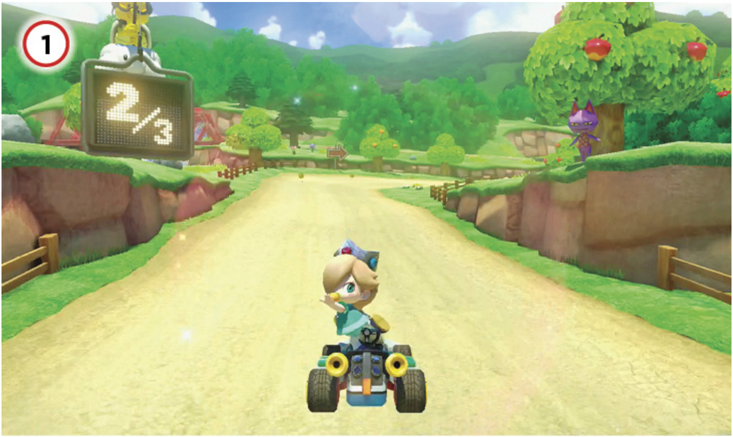
Player: Nin*Fausti

Racer: Villager (Boy)

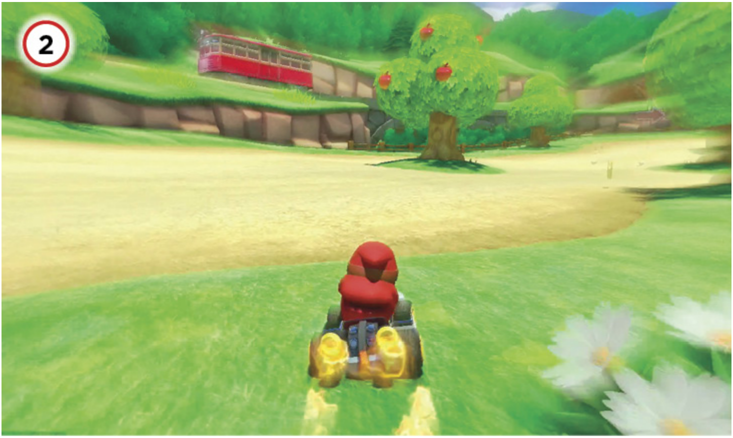
Body: 300 SL Roadster

Wheels: GLA Tires

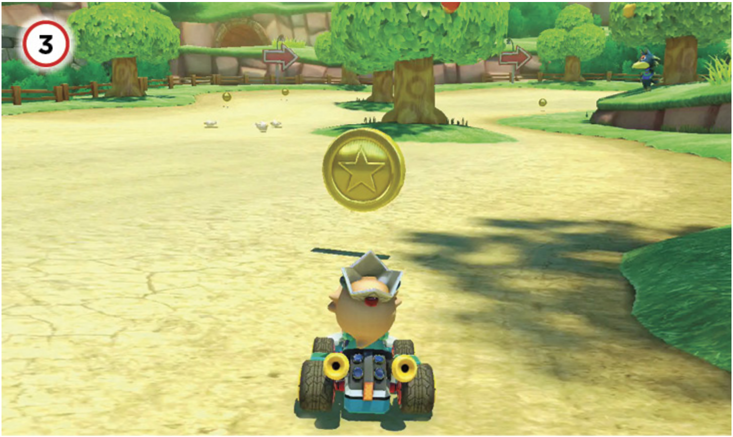
Glider: Super Glider



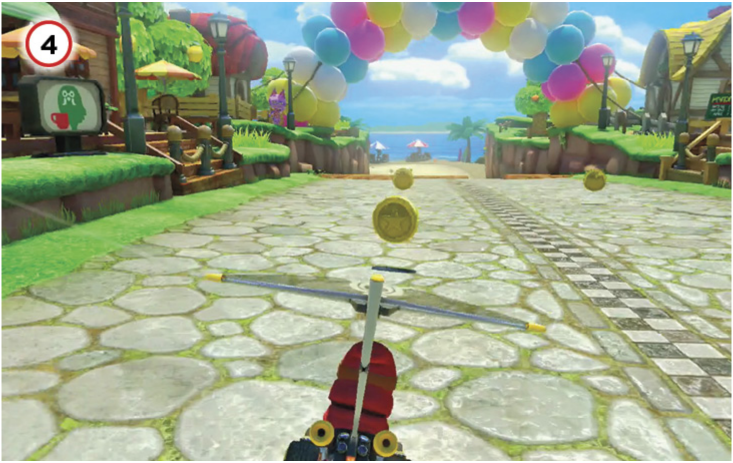
After blasting off the starting grid with a must-have Rocket Start, be ready to get more speed via a Jump Boost over the little rounded stone bridge ahead.



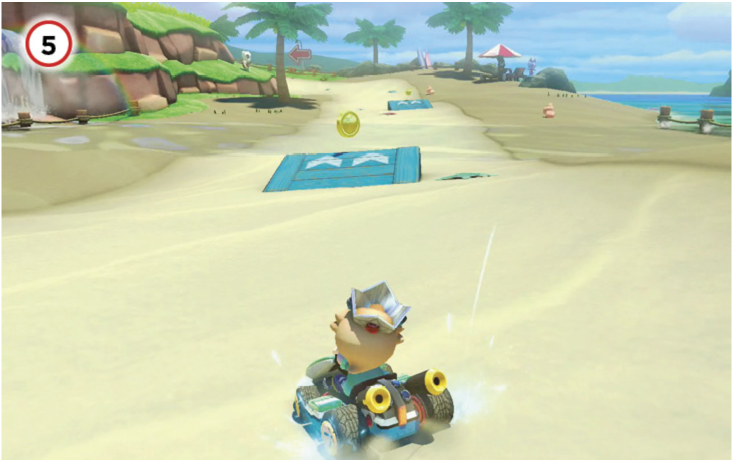
Use this corner to curve smoothly to the right while accumulating Coins. A Mushroom shortcut is possible through the grass here, but it's more advantageous to spend Mushroom boosts on the track's last shortcut.



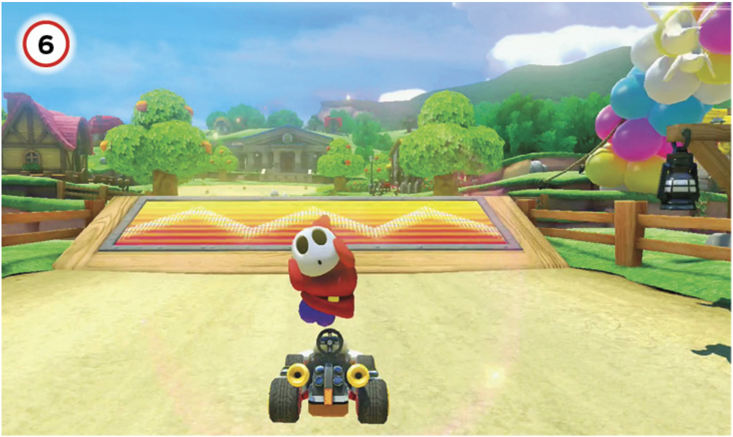
On the first pass, you'll want to sluice right and then left through the trees along the Coin path. When Coins are already maxed, cutting through the grass is a worthy use of a fungal power-up.



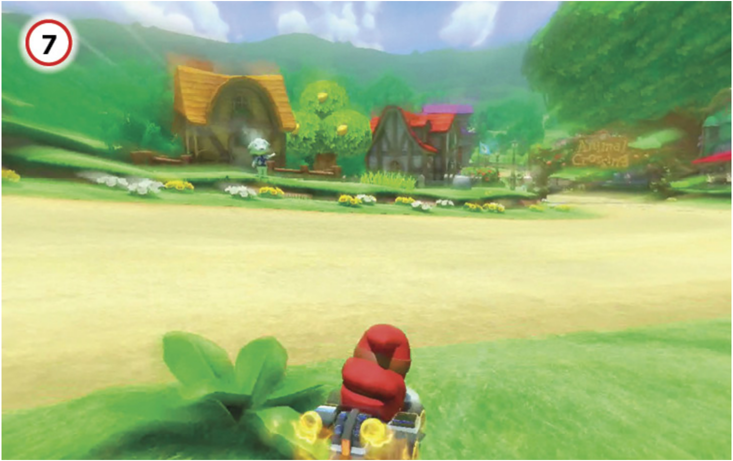
During the big glider jump, there won't be consideration for picking up floating Item Boxes. If you need Coins to get closer to ten on hand, descend and scoop up a couple, then Jump Boost over the logs ahead. If you're satisfied with your Coin count, stay airborne as long as possible, gliding toward the beach stretch.



Approaching the beach, follow the turn to collect Coins along the way, and to line up a path across the ramps here. Time Trials in Animal Crossing are always held in the balmy summer, allowing for maximum speed here with Jump Boosts.



Heading toward the last big jump, gain a small Jump Boost off the sagging wooden bridge on the way, then another Jump Boost off the ramp itself.

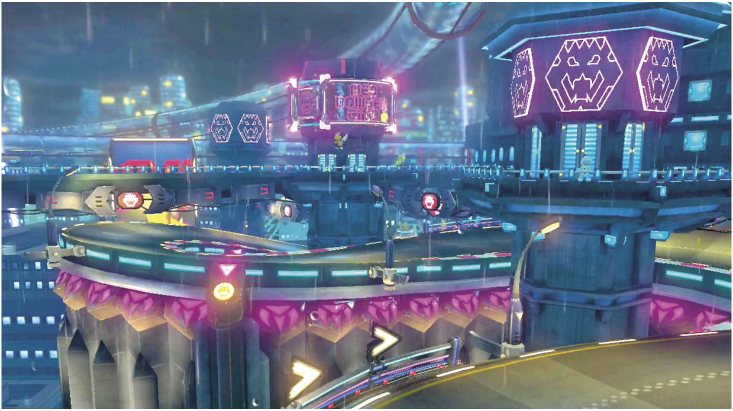


After landing, pull hard to the right and Mushroom boost through the grass toward the finish line, watching out for rocks in the way. If you prefer using Mushrooms elsewhere, you'll have to take the turn wider, avoiding Mr. Resetti. Drift into a powerful Super Mini-Turbo out of the curve to finish the lap strong.

The Tracks

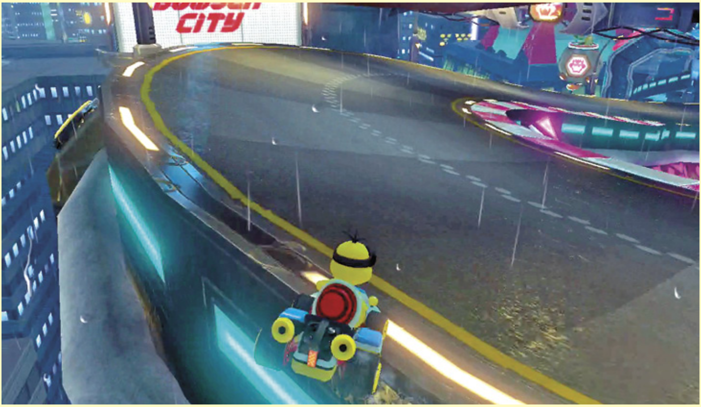
Bell Cup

3DS NEO BOWSER CITY

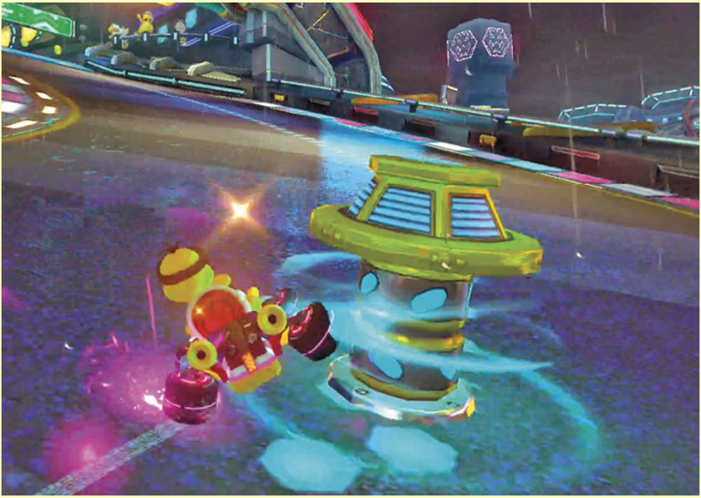


This race tears through the neon-purple-and-blue cyberpunk landscape of Neo Bowser City. Wicked back-and-forth turns are paired with several track sections missing walls, forcing drivers to exercise discretion as they barrel through the metropolis.

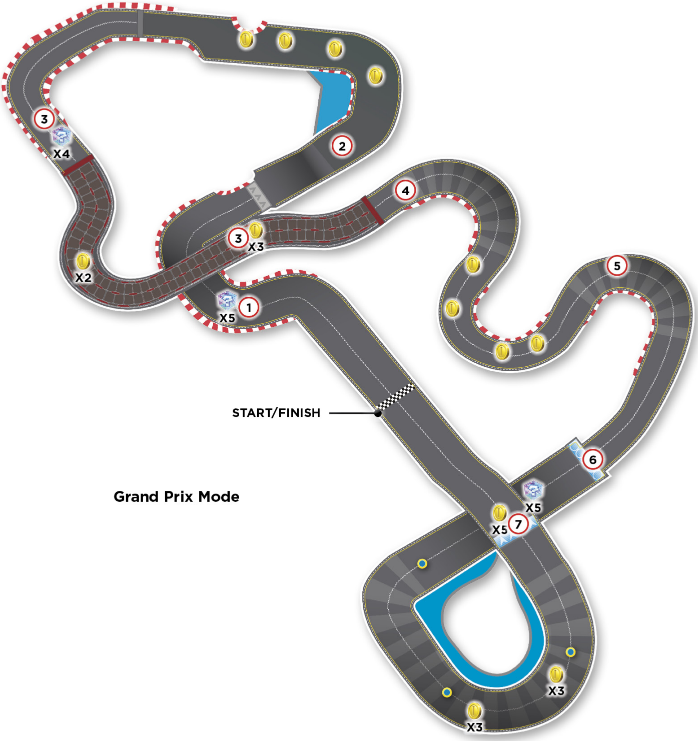
CAUTION: ROADSIDE UNASSISTANCE



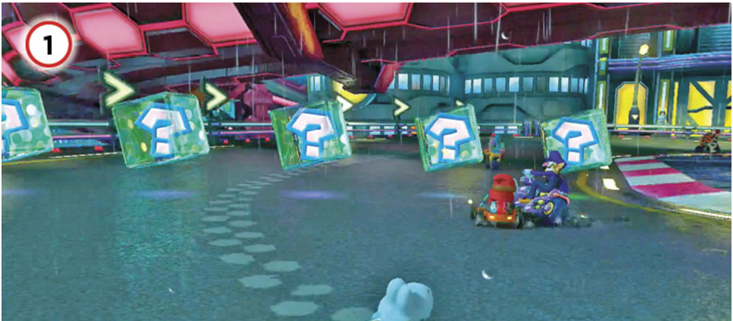
Watch Your Step: Several segments of the race don't have protective walls preventing vehicles from tumbling off the edge. Keep this in mind when navigating nasty S-curves during the second half of each lap.



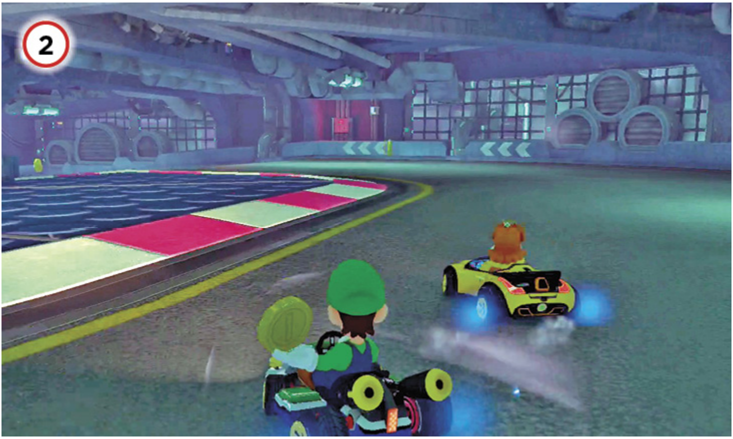
Antigravity and Spin Boost Pillars: In the home stretch of each lap, antigravity panels engage each vehicle's floatier handling mode, encouraging lengthier drifts and more bumper-kart behavior while barreling toward the finish.



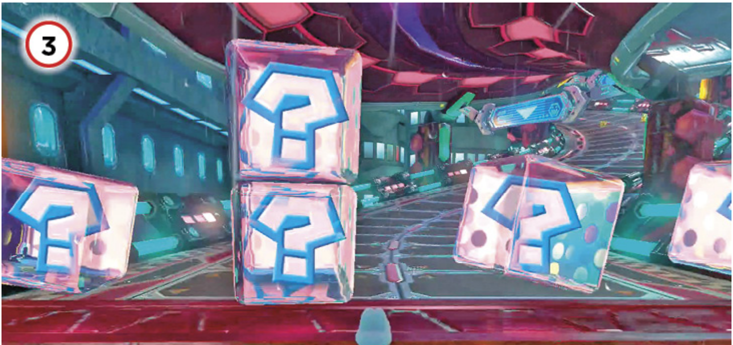
Grand Prix Mode



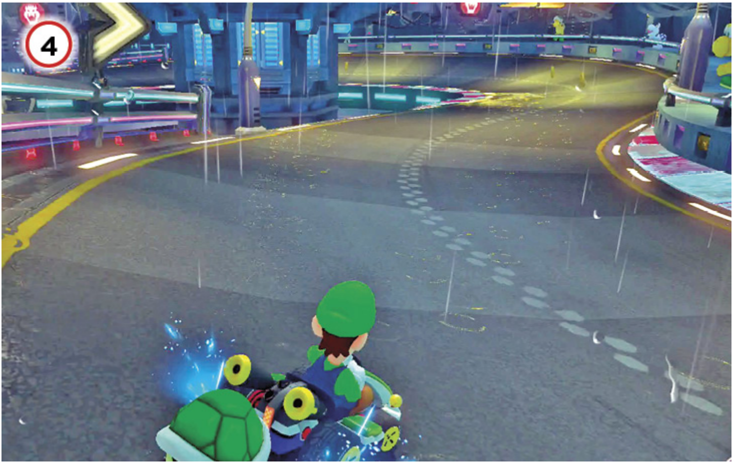
The first turn series features a left turn followed by a drifting hairpin turn to the right. Some Item Boxes are situated across the track on the way, kicking off combat between racers. It's not too big a deal yet, since the turn angle isn't terrible, but the left wall of the track before the Item Boxes is missing, so beware the potential to fall off and lose precious time and Coins.



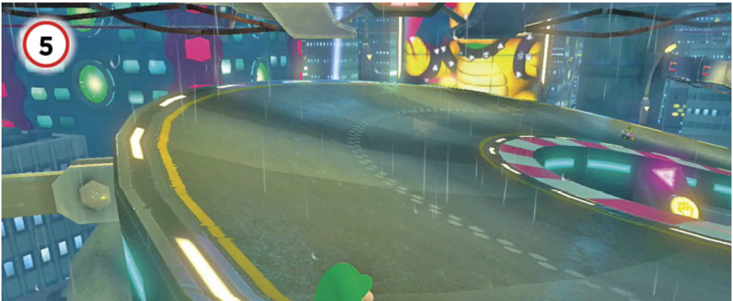
After a small ramp ahead (which allows a Jump Boost for a little extra speed), there's a left turn with a patch of momentum-killing grating on the left side of the track. A small shortcut is available here with a Mushroom in hand: turn left more sharply than usual and rocket straight over the off-road section. If you're short on Coins, take the outside of the turn instead and trace a line that picks up four Coins here.



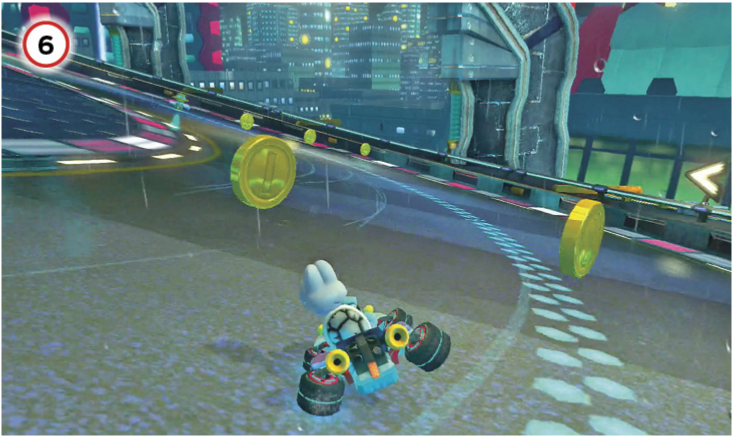
Item Boxes here allow a quick restock; aim for the left to snag the double Item Box, if you don't have any items on hand, to instantly fill both slots. The track after the Item Boxes also contains two clusters of Coins lengthwise across the track, so racers can scoop up two more Coins by passing through. With no drop-offs or off-road patches, the obstacles here are other drivers and the walls.



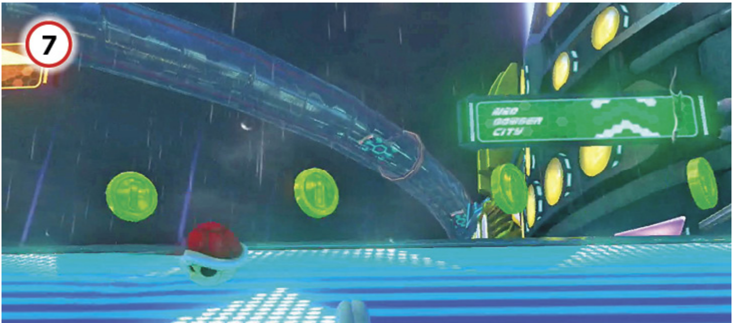
No two ways about it: the right-left-right hairpin series here is the trickiest spot in Neo Bowser City. The first right turn opens with the left track wall missing, which isn't a big deal for your racing line, but might be meaningful if competitors on the track are getting especially rowdy in the vicinity. Around where vehicles exit the right hairpin turn, the left-side track wall trails off again, so as you begin the left hairpin turn, too tight a steering angle will lead right off the track. While taking care not to bang into the outside wall or drift sharply off the inner drop-off, collect the four Coins here along the left turn if possible.



The third switchback in the hairpin series is the most challenging yet, with a sharp angle and no protective wall on *either* side of the track, for the duration of the turn. It is extremely easy to throttle too hard into this turn and end up in a situation where you find yourself drifting right off the left side of the track. Even during 50cc or 100cc Grand Prix races, you might find it helpful to at least pump the brake as you angle right—better safe than sorry! On 150cc, you're almost certainly going to have to apply some drift braking while rounding this bend. During asphalt-scorching 200cc races, you *must* apply a deft drift-braking technique to stay on-track and lined up.

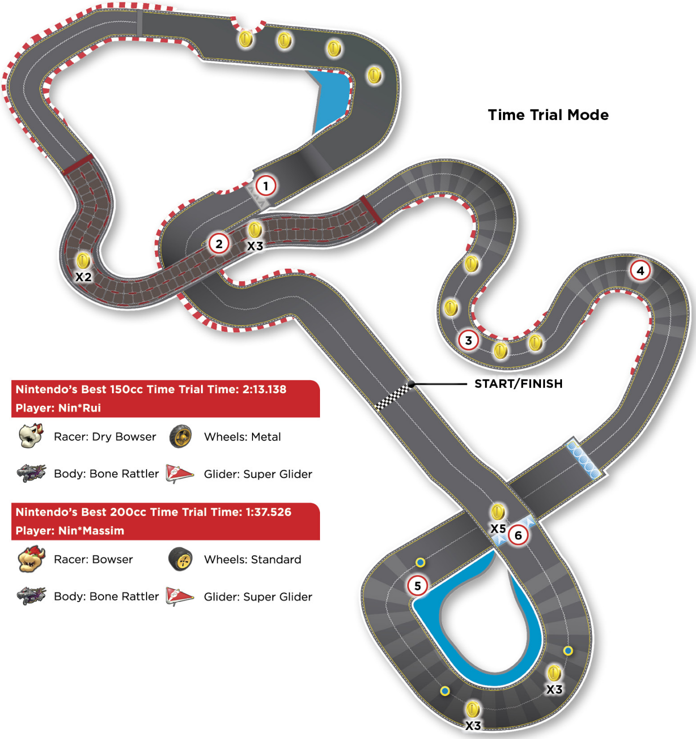


Panels here switch passing vehicles to antigravity mode. Immediately afterward there's a useful line of Item Boxes. For a double Item Box, stick to either side of the track, not the middle, when entering this section. Beyond the Item Boxes, the road hooks left, forcing racers into a drifting antigravity turn. The inside of the track during the left curve is momentum-killing terrain, but you can skirt sharply into it and blast through with a Mushroom.



The only feature on the final approach to the finish line is a ramp, which gives you a chance for a Jump Boost on the way home. By steering left off this jump and seemingly off the stage, though, a big shortcut can be accessed where adventurous racers bypass the finish line by gliding precariously over the abyss alongside it. Gain a little loft from a fan at the end of the glide path to lift back up onto the track, touching down at **Point 1** on this map.

TIME TRIAL

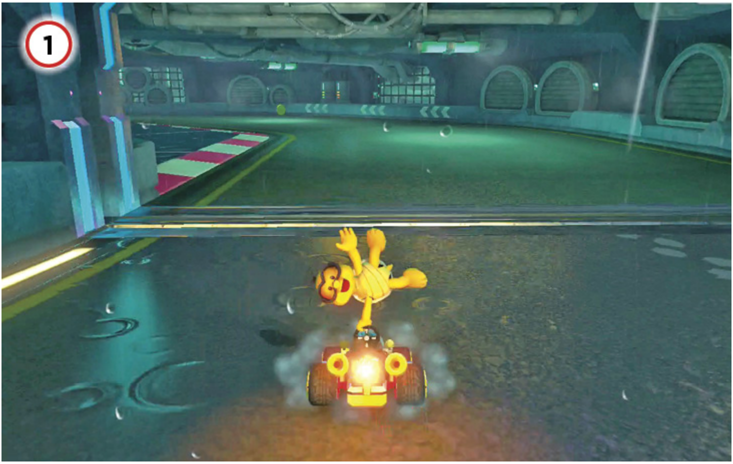


Nintendo's Best 150cc Time Trial Time: 2:13.138
Player: Nin*Rui

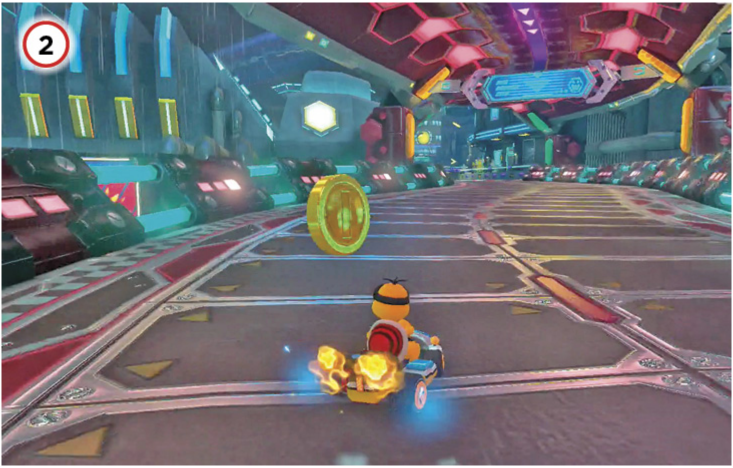
Racer: Dry Bowser
Wheels: Metal
Body: Bone Rattler
Glider: Super Glider

Nintendo's Best 200cc Time Trial Time: 1:37.526
Player: Nin*Massim

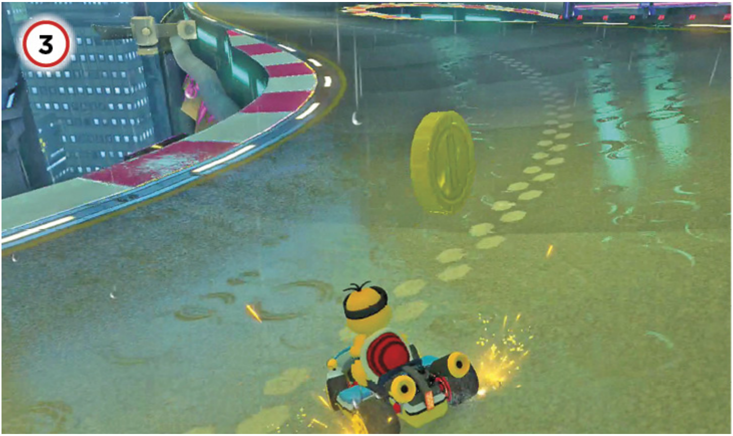
Racer: Bowser
Wheels: Standard
Body: Bone Rattler
Glider: Super Glider



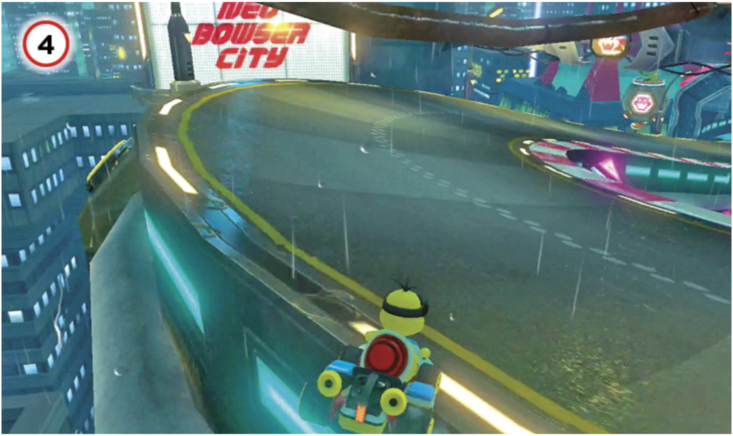
Without rivals coursing around the track and hurling shells, you're free to focus on racing lines and accruing Coins. The first gentle S-curve turn here leads to a small ramp, allowing for a Jump Boost before arriving at a section of track with the first four Coins. Without enemies around, you'll lose Coins here by slamming into walls too hard, or falling off the track. On the first lap, the Coins are the priority, but during later laps, a Mushroom can be used just after the ramp to cut sharply left through the off-road section here.



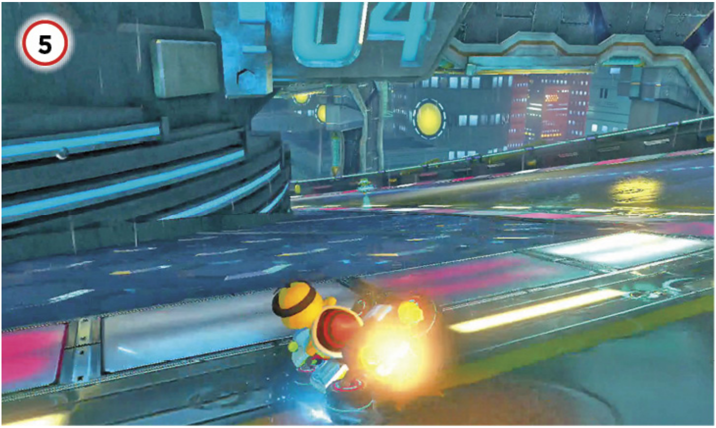
Continue to build up Coins while slaloming up the path to the switchback turn sequence ahead.

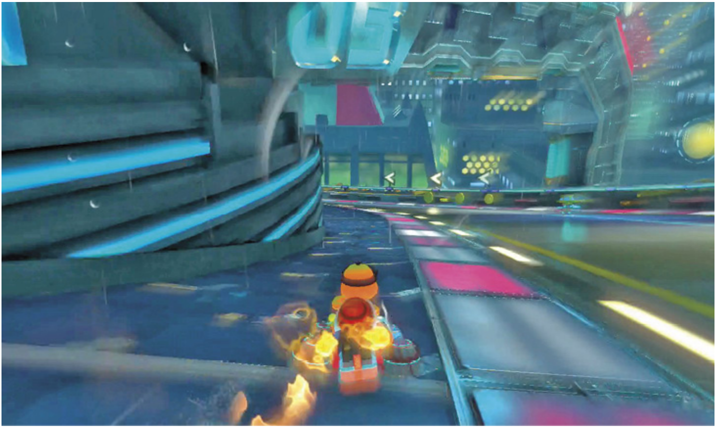


During Grand Prix races, mistakes can be covered up by waylaying the competition with items, or by their own errors. In Time Trials, there's no way to make up for lost time, so be cautious careening through wall-free segments.

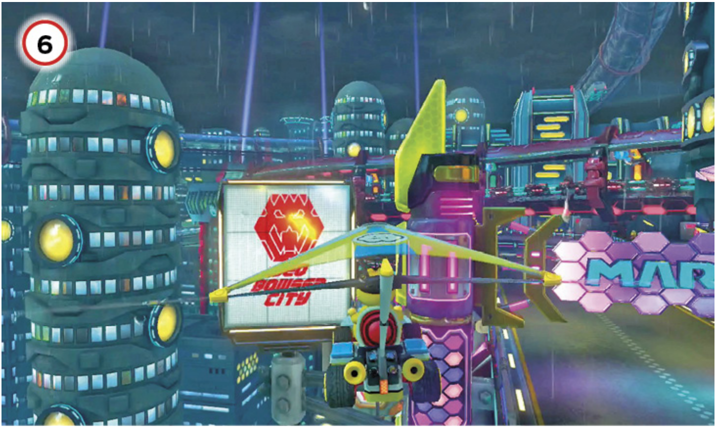


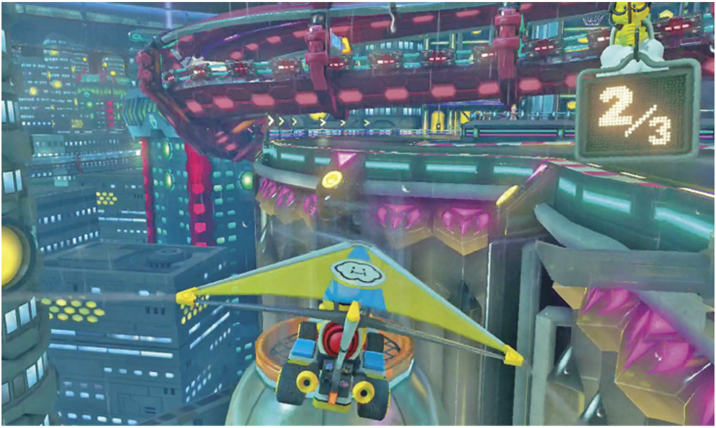
The twist here is diabolical, so be sure to apply the brake to reduce speed a bit, and take the turn hard rather than drifting out wide, perhaps right off the road.





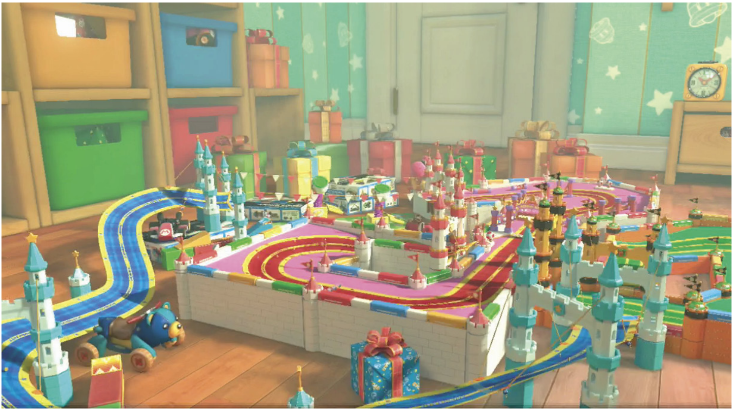
In the antigravity zone, one of the best uses of your Triple Mushrooms appears. The Mushroom allows you to cut hard left and rocket right through a rough off-road section. By now, it's possible to have ten Coins even on the first lap, so this is a good place to use a Mushroom each lap.





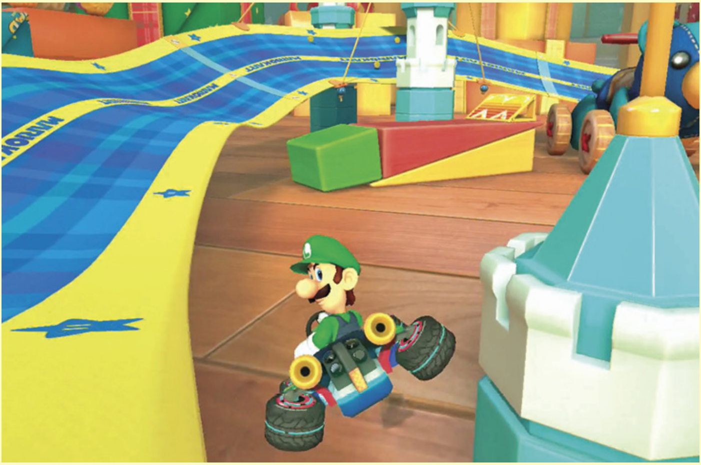
Jump left off the final ramp before the finish line and you can take to the air, skipping the starting grid's section of track altogether. This shortcut requires precise steering, since the glider must be piloted between stage elements ahead, onto a fan that will blow it back up onto track level before descending too far. This shortcut doesn't require the use of a Mushroom, though, freeing up Triple Mushrooms for tight corner-cutting elsewhere in Neo Bowser City.

GBA RIBBON ROAD

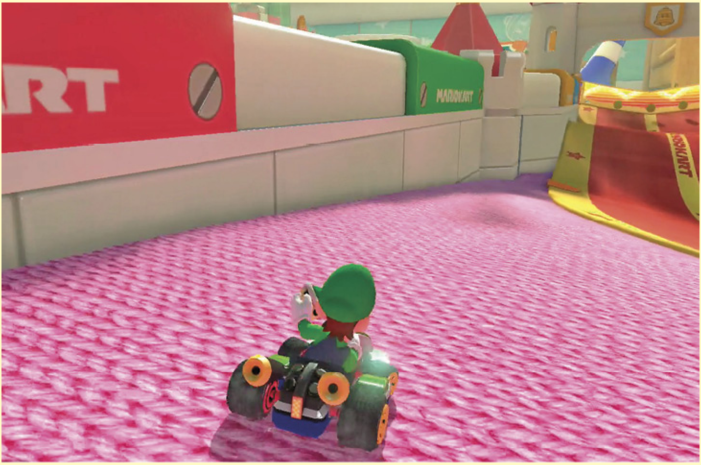


The track is an amazing miniature toy set in Ribbon Road, surrounded by model castles, building blocks, and presents. This colorful course will test your discipline, since almost the entire track lacks protective walls and is surrounded by rough patches. This is an easy place to make unforced errors, but it's also home to some fun banked drifting turns and thrilling shortcuts.

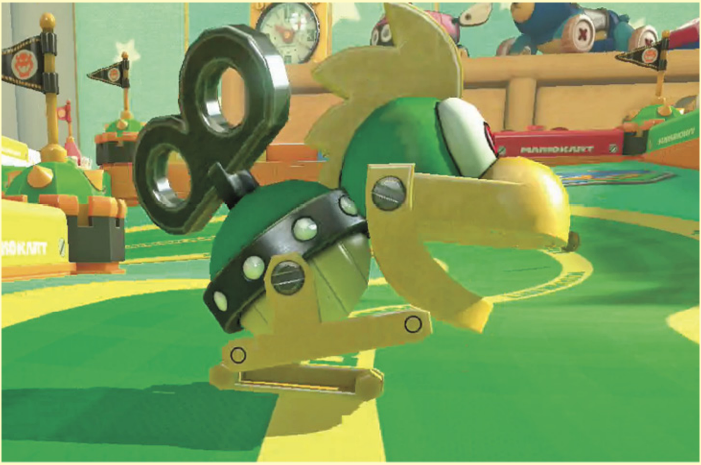
CAUTION: ROADSIDE UNASSISTANCE



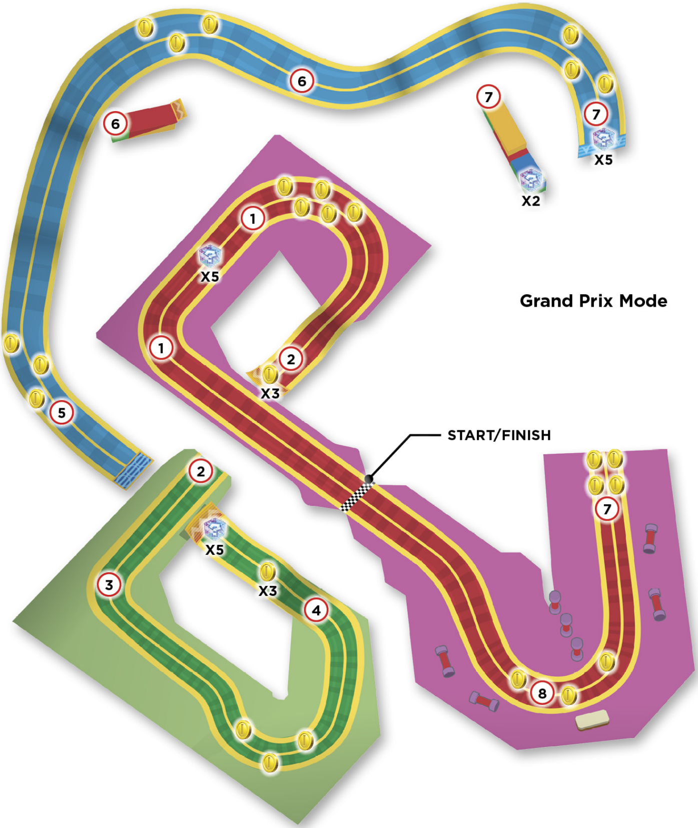
Over the Edge: An extended segment of Ribbon Road is quite literally a ribbon road, a gossamer length of flapping fabric with no walls on either side. Falling off here has the same consequence as falling off the track elsewhere, as Coins and time are lost while Lakitu retrieves your errant vehicle.

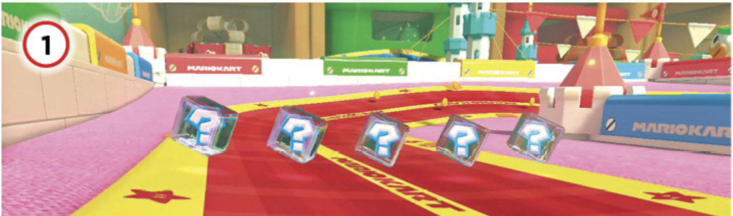


Rough Patches: In some ways, misjudging a turn and skidding off the road into rough terrain is worse than slamming into a wall at high speed, or flying off the track and forcing Lakitu to drag you back onto the course. Depending on how exactly you left the course, it can take much longer to get back on the road, whether you enter a turn too fast and understeer, drive off the far end, or you turn or drift too aggressively, oversteering and turning off the road. (Though at least the latter is often salvageable with a Mushroom, if you're carrying one.)

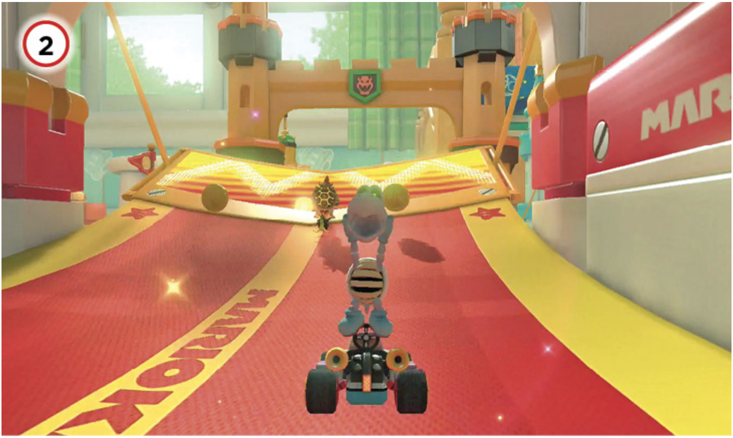


Koopa Clutter: It looks like Bowser Jr. left some toys unattended in the playroom, since wind-up Mecha-Koopas and Koopa-Copters-in-a-Box block the path in several places. These may be toys, but they're formidable nonetheless when you're marble-sized!



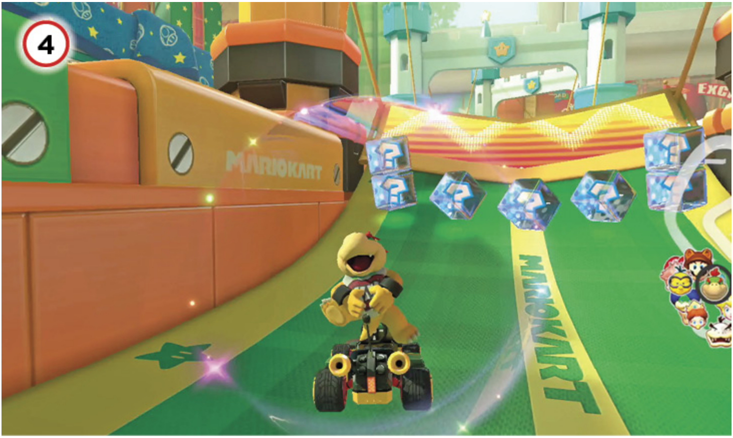


Rocket Boost off the starting grid to get going with a purpose, looking ahead to the banked right turn coming up. Drift through the turn to build up a Mini-Turbo heading into the first batch of Item Boxes. Another right turn up ahead has Coins lined up on both the inside and outside. A Mushroom boost can be used to cut a sharper right turn over the rough off-road portion, though during Lap 1 you'll be preoccupied with Coin-collecting, and almost certainly won't have a Mushroom ready unless you lingered too long around the first Item Boxes.

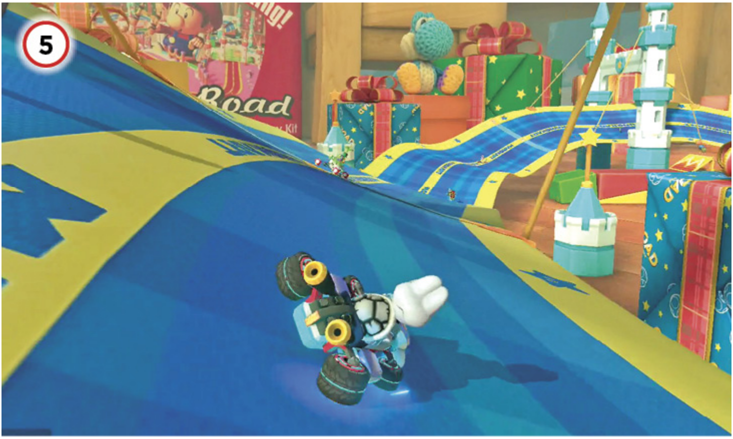


Out of the Coin turn, you'll approach a ramp-like hill leading to a bonafide ramp. Hit the hill with enough speed and you'll catch enough air to Jump Boost, so do so before immediately Jump Boosting again off the actual ramp. You'll soar alongside competitors and land on a green stretch of rolling track below.

After a short green straightaway, the path curves left, where you'll see wind-up Mecha-Koopas prowling the track. Give these robots a wide berth as you slalom through the shallow left-right-left turn. The secret to these turns is that you don't need to be turning very much, so don't get too aggressive drifting here or you might slide into the rough. With a Mushroom handy, you can cut left past the Mecha-Koopas much tighter, blasting through the speed-killing green matte surface that surrounds the track. Cutting ahead in the road skips three Coin pickups, though, so take the normal route and save the Mushroom if your Coins aren't full.

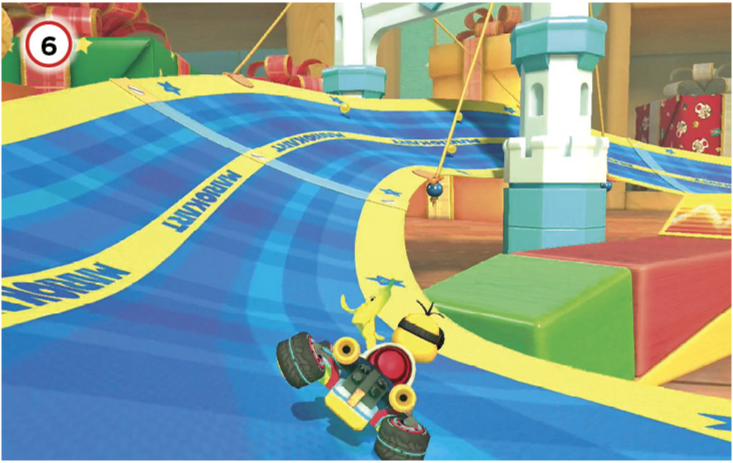


Where the track straightens out, the path leads to another small hop into a big jump. Hit the first hill with a Jump Boost while picking up one of the Coins across the road. Surging toward the big ramp, pull to either side of the road to pick up a double Item Box along the way, before Jump Boosting off the ramp. After the jump here, vehicles will engage their antigravity modes, the better to stick to the strange track ahead.

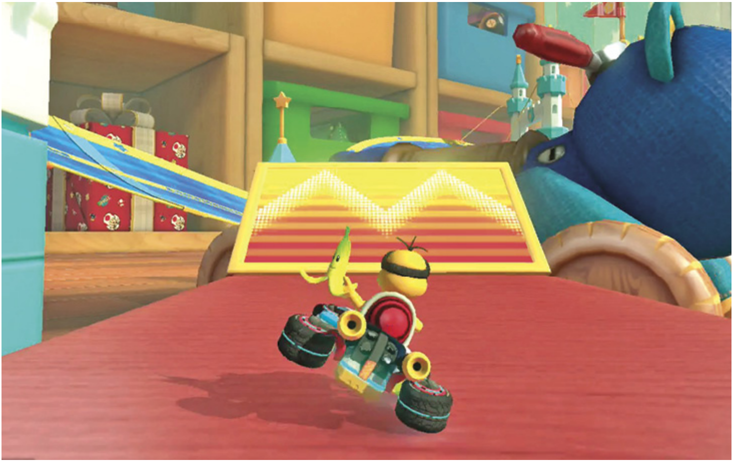


The blue track ahead after the ramp has no walls or guardrails on either side, and the entire length of it roils with crests and troughs like a roll of paper unfurling in slow motion. Whenever you cross one of the crests in the wave, you'll catch enough air to Jump Boost, if you react quickly. Be cautious about doing this reflexively if you're approaching a bend in the course, because you don't want to be boosting off the ground when you desperately need the wheels in contact with the road and turning.

There are chances to collect Coins at several places along the churning road, with more Coins available on the outside line than closer to the inside.



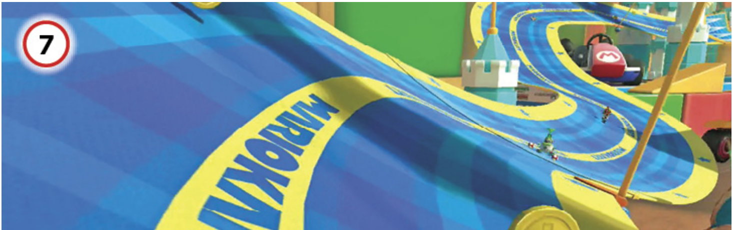
On the ribbon bridge, keep an eye out for a green block coming up on the ground to the right side of the road. If you can successfully transfer from the roiling road to this platform, you can score the first of two tremendous shortcuts here, with no Mushrooms necessary.

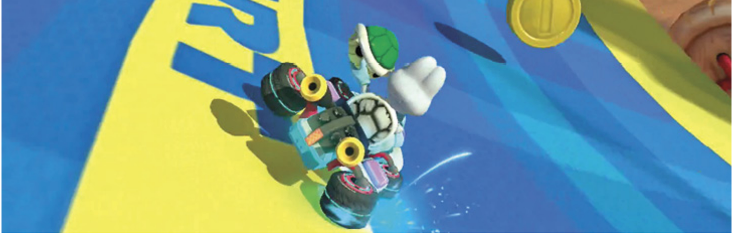


The problem is that it's a hard turn to judge. Simply turning the wheel, no drift or brake applied, may not produce a sharp enough turn, so you hit the block but drive off the far side. Slowing down too much runs the risk of losing the momentum required to make it to the block in the first place—it's close, but not so close that you can take it slow enough for total comfort. Plus, slowing down makes you a sitting duck for aggressive opponents close behind you.

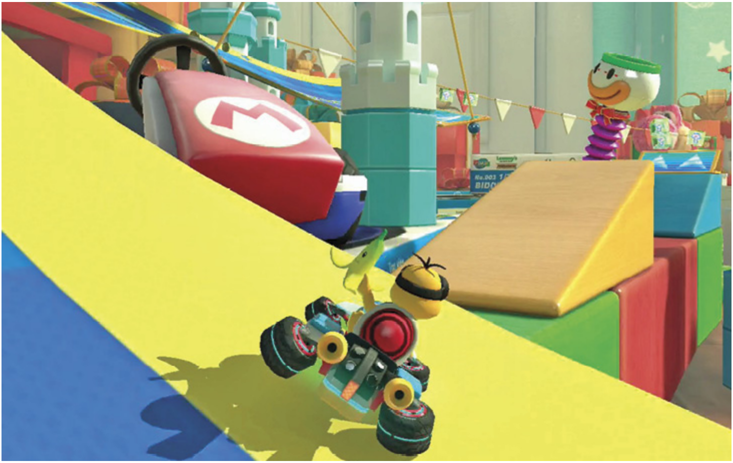
With practice and good timing, you can Mini-Turbo straight from the track to the shortcut blocks. With the green block approaching, and starting from the right side of the track, hop left to begin drifting while lightly turning the wheel right. You want a regular Mini-Turbo—blue sparks, which don't take long to appear—and you want the sparks to appear right about when your nose is pointed down the barrel of the shortcut. Releasing the drift and engaging the Mini-Turbo now kills the drift's lateral momentum (the thing that was still carrying you in the correct direction on the rolling road, although the nose is now pointed off-course), carrying you forward off the track and onto the blocks in a straight line. This takes a little finesse and requires some practice but is a better long-term approach than trying to slow down and turn. If you're going to risk falling off the track for an advantage anyway, risk it assertively.

If you choose not to attempt the shortcut, focus on scoring a Coin or two while unleashing drifting Mini-Turbos and Jump Boosts around the turn. With Bananas handy, consider spreading them around where shortcut users land from the jump.

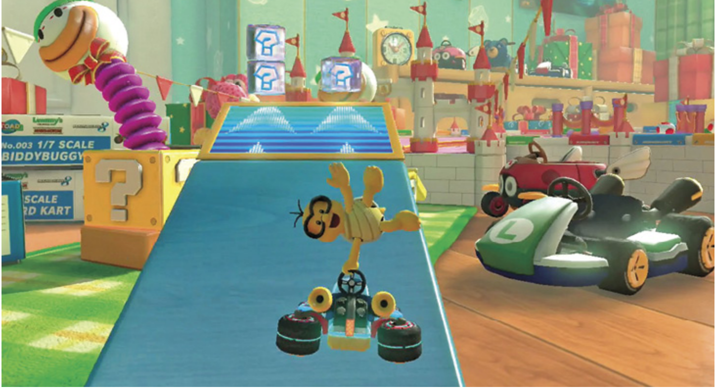


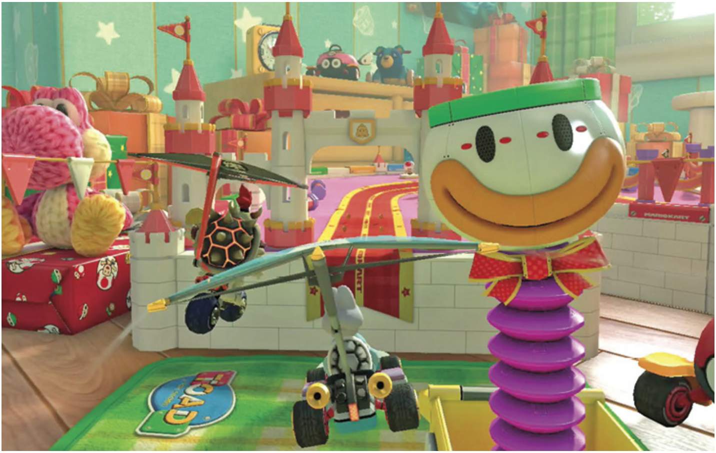


The combination turn-and-shortcut here is basically a more extreme version of the one right before. A green block still signals the stack of blocks to aim for, but the turn is tighter and the jump distance longer. If you're successful in crossing from the track proper to the shortcut of blocks, there will be a chance for a Jump Boost off the yellow ramp block.

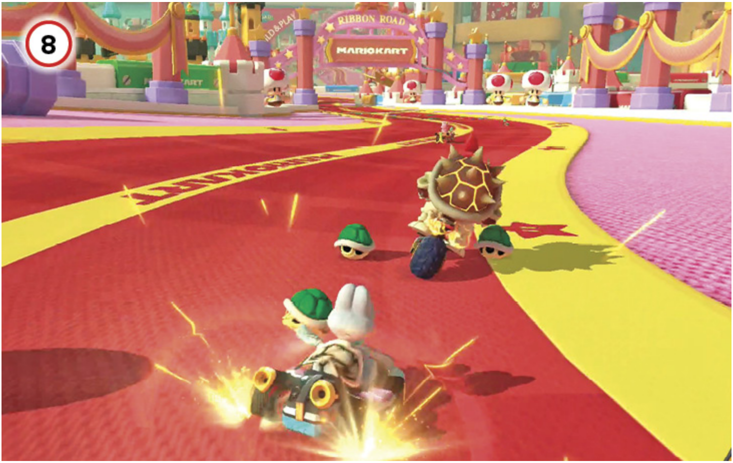


Whichever route you take, a launching ramp is coming up. There are Item Boxes positioned just past the ramp; from the road, aim for the center for a double Item Box. From the shortcut ramp, aim for the Item Box on the left.





You'll end up launching into a glider segment, where you'll have to pilot your craft around seemingly gigantic Koopa Copter toys toward an arched landing on the far side of the big gap. Immediately upon landing on the far side, there's a chance to collect a couple of Coins while getting used to solid ground again.



A wide right turn surrounded by off-road texture provides racers a generous road for the final push. Either use a Mushroom to cut through worries about maneuvering and plow straight for the finish, or drift along the Coin path while building toward a Super Mini-Turbo.

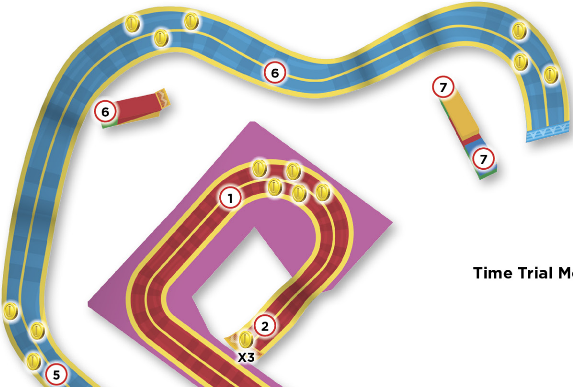
TIME TRIAL

Nintendo's Best 150cc Time Trial Time: 2:07.152
Player: Nin*Giulia

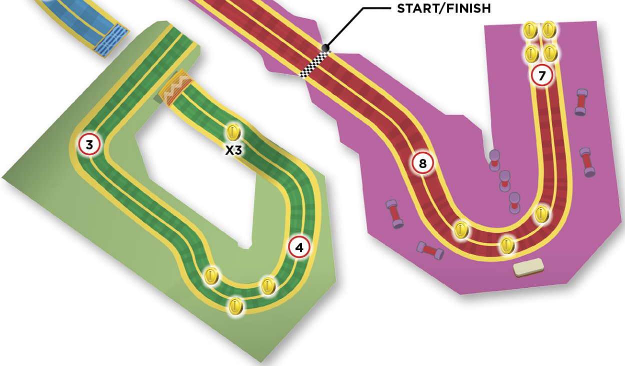
Racer: Villager (Girl)
Wheels: Button
Body: Teddy Buggy
Glider: Super Glider

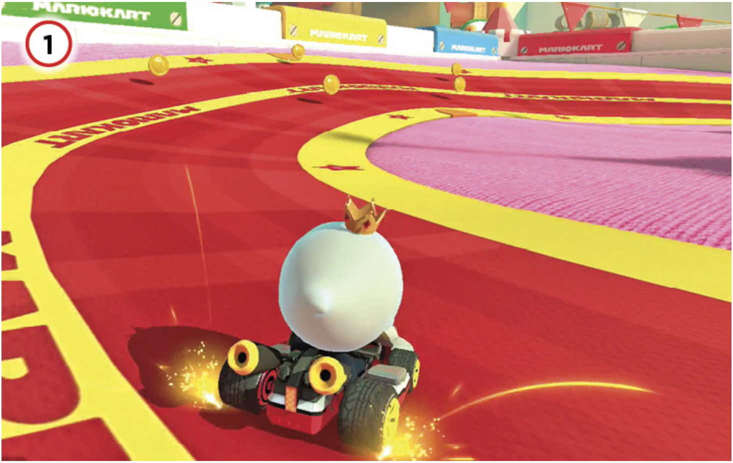
Nintendo's Best 200cc Time Trial Time: 1:31.220
Player: Nin*Maria

Racer: Isabelle
Wheels: Crimson Slim
Body: Cat Cruiser
Glider: Paper Glider

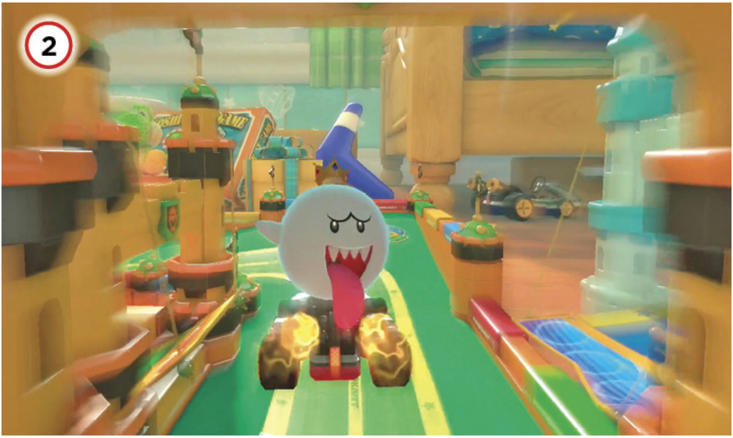


Time Trial Mode

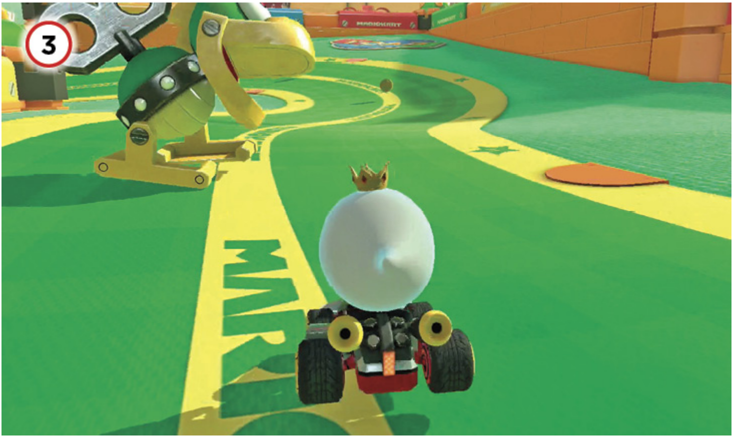




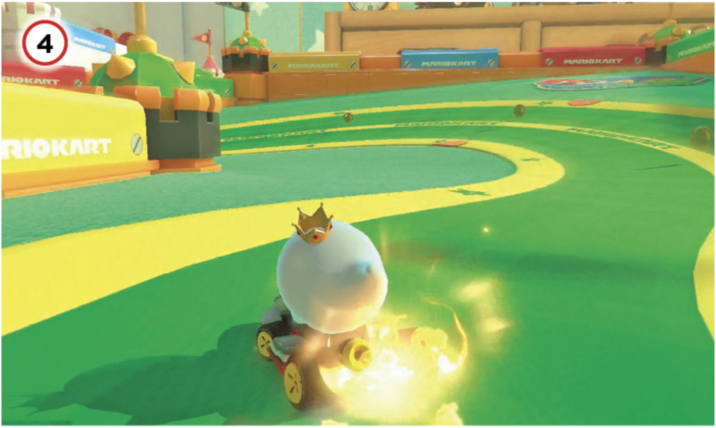
Out of the gate, with no adversaries or items to worry about, a solid performance depends on keeping up top speed and a tight racing line without getting bogged down off-road. As usual, part of the job of the first lap is to outfit you with Coins, so your top speed is maxed out for later laps. The first two right turns can be taken tight and inside, building up sparks for boosting. Take advantage of the pile of Coins on the second turn. Whatever you miss now, you can get on the next lap, if needed.

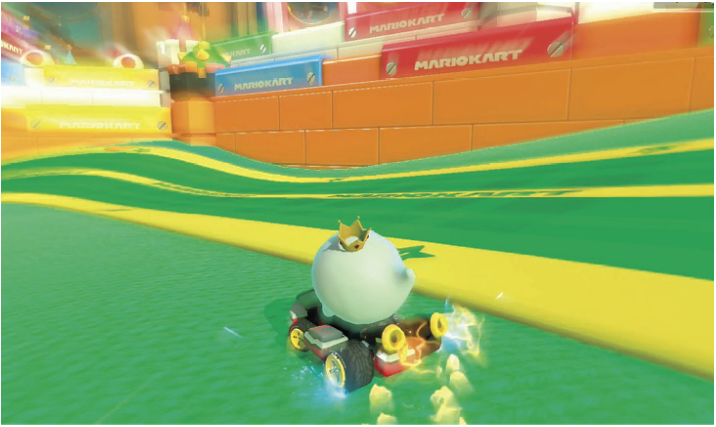


A small hop before a ramp allows for two rapid Jump Boosts over this gap. Jump Boosts provide a little extra oomph during a time when sudden acceleration contributes to forward progress quite nicely. There's no resistance from the track when airborne, and every little bit helps. Jump Boosts can be produced off jumps large or small, but also off other situations where your vehicle is bounced or lofted up off the ground just a bit more than during an **R** hop. This can include driving over divots, logs, or craters on otherwise-pristine track, and it can include situations like here in Ribbon Road, where the track itself can kick you up off the ground a bit through its movement.

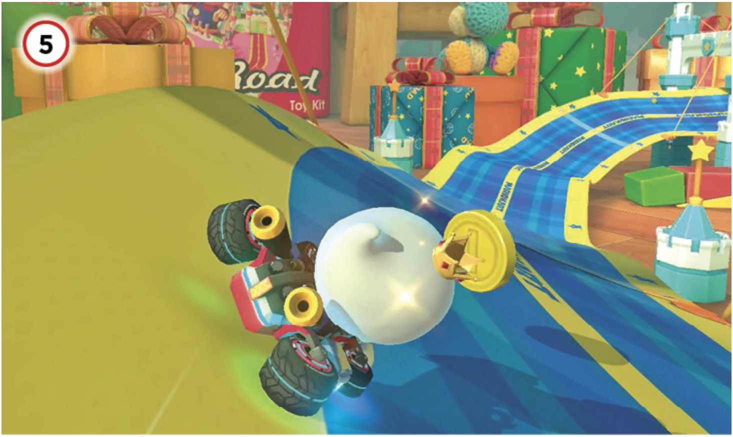


The Mecha-Koopas stomping around here are somewhat unpredictable, so you'll have to adjust on the fly if one of them is interfering with your preferred racing line. Slice between the turns with blue-sparked Mini-Turbos, if you're feeling nimble.

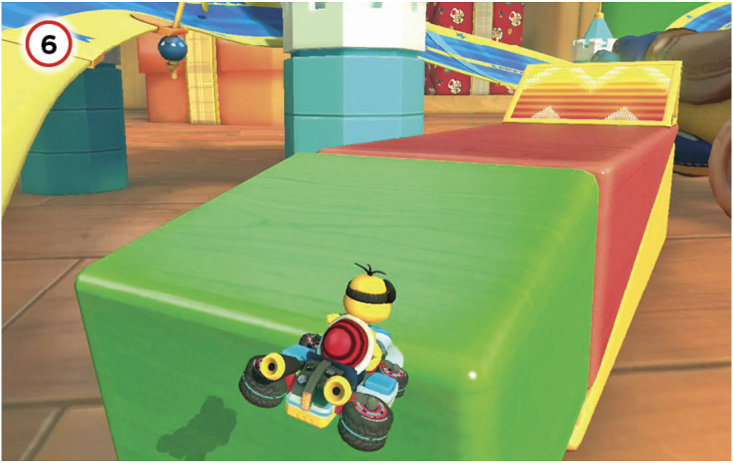




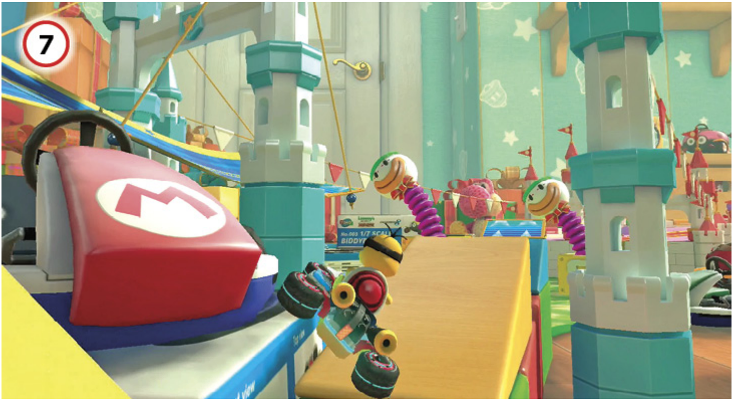
The biggest shortcuts on Ribbon Road don’t involve Mushrooms, so you can choose between a few appealing off-road options for Mushroom use. One solid option is to cut right through the horn of grassy terrain here. Save this tactic for when Coins are full, though. If taking the normal way around, keep your drifting tight against the left curb, building speed for the jumps ahead.



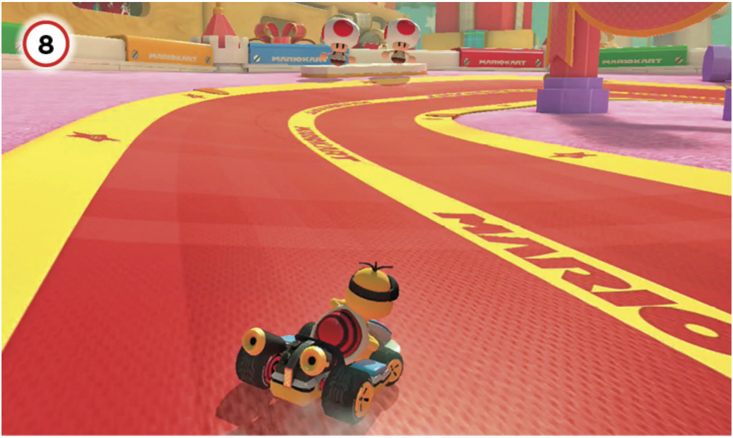
A couple of Jump Boosted leaps here will transition you to antigravity mode on the waving, wobbling section the whole race is named after. Swing wide on the left your first time through this section—if you've snagged every Coin reasonably possible so far, you'll hit ten here.



Either slow down just enough to make the turn onto the green block without gliding off, or channel your momentum forward over the straight path with a well-aimed Mini-Turbo.

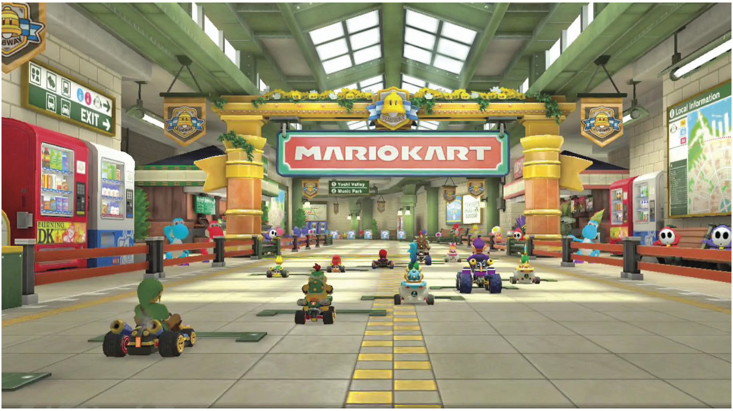


Taking these shortcuts is always hair-raising, but at least matters are greatly simplified without other racers interfering as you try to line up.



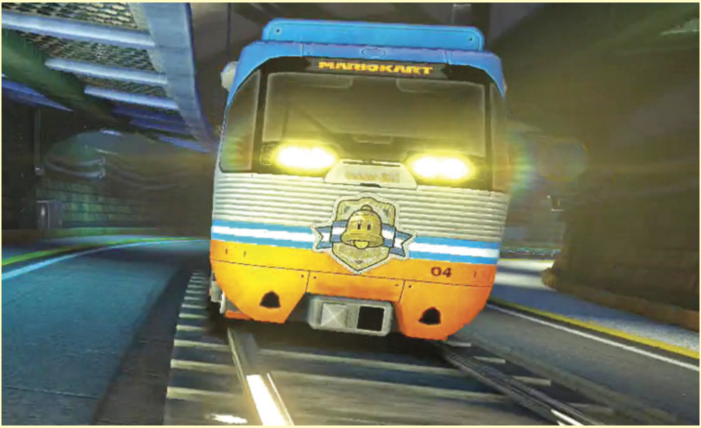
After navigating the glider segment, avoiding the Koopa Copter toys, touch down back on the track and then swerve right, in between the columns, and cut across the terrain with a Mushroom. This shortcut is the best use of your Mushrooms.

SUPER BELL SUBWAY

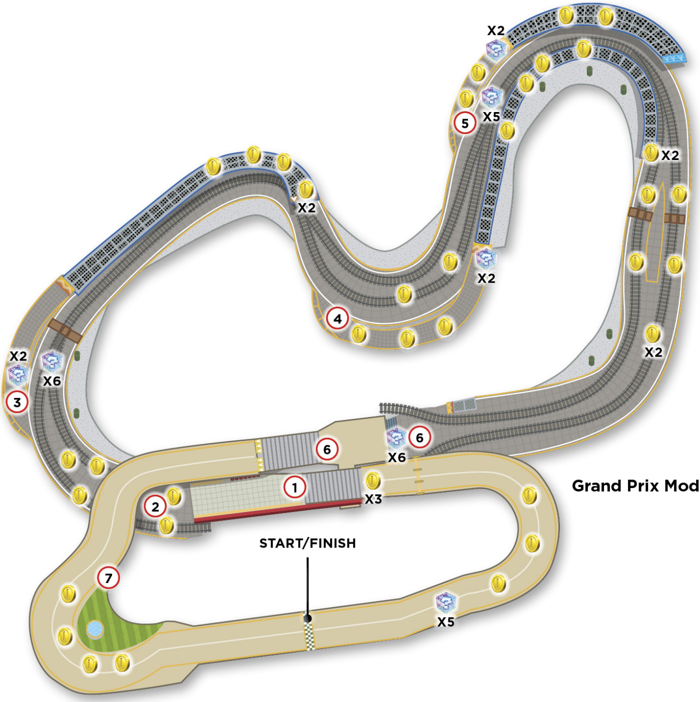


In all the excitement of being in the Mushroom Kingdom, did you ever stop for a moment to ponder how people live their day-to-day lives? What do they eat? Where do they work? How do they get to and from the locations most vital to simply being? We have no idea about the first two questions, but Super Bell Subway can certainly answer the third—a hussling, bustling train station for the normal, everyday citizens to get from Point A to Point B and back again.

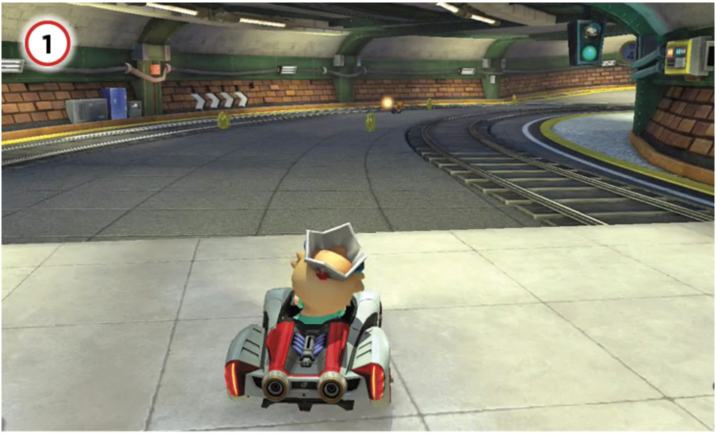
CAUTION: ROADSIDE UNASSISTANCE

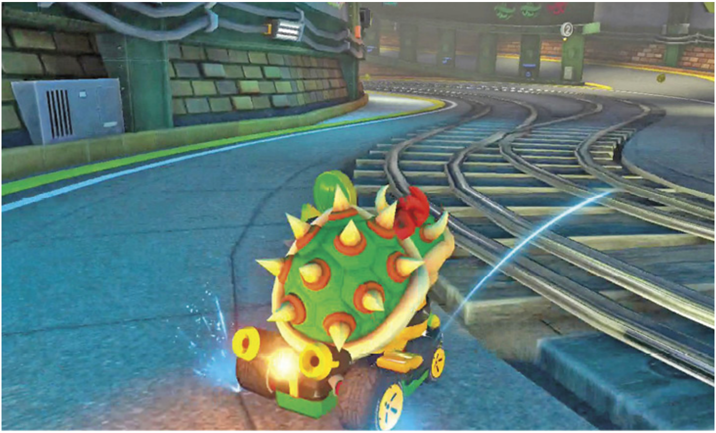


Trains: As this is a train station, you'll most certainly have to look out for trains. They run on a schedule and simply cannot stop for anything or anyone. If you get in their path, you can bet you'll be pressed flatter than a pancake, so give these locomotives a wide berth.

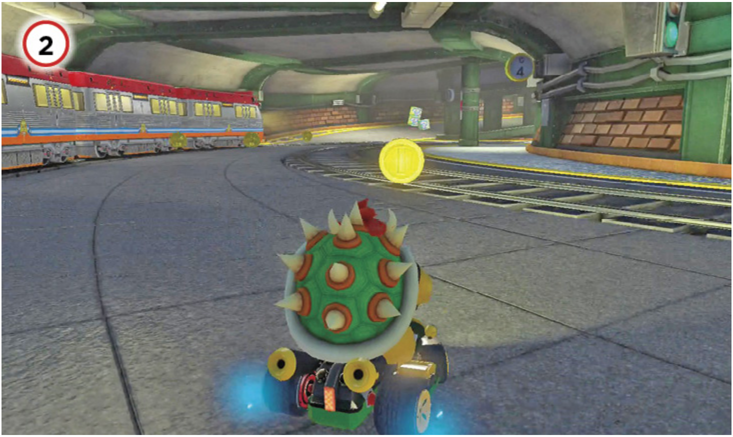


Grand Prix Mode

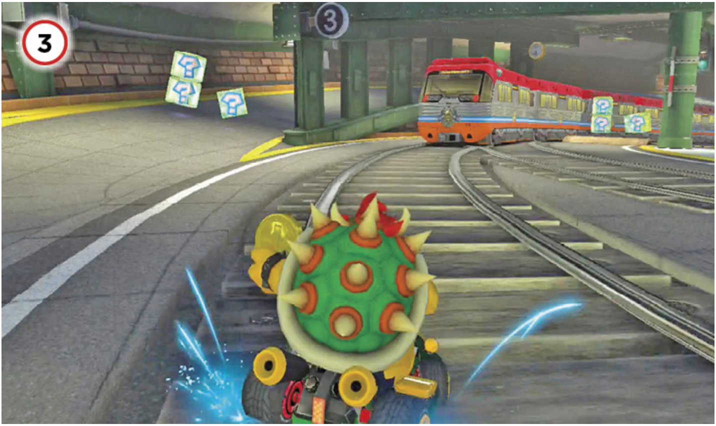


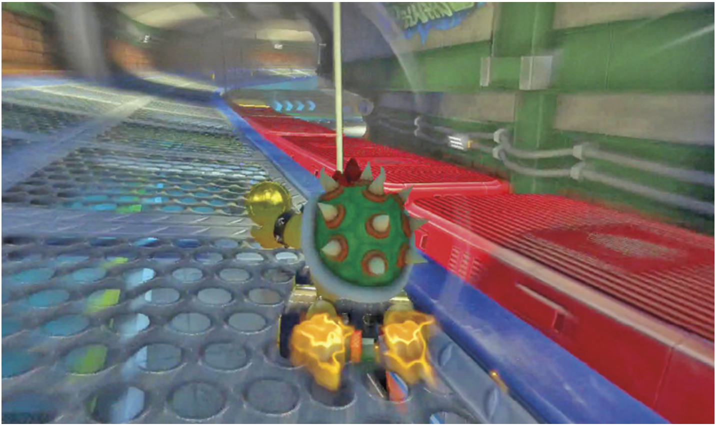


Most of the race is spent in the underground portions of the Super Bell Subway. These sections are made up of hard turns, so stick to the inside of each one and drift on through. Try and stay away from the outsides of the turns. Not only are these lines slower, but it's harder to drift when you have a train passing; a single touch to the train will knock you out.

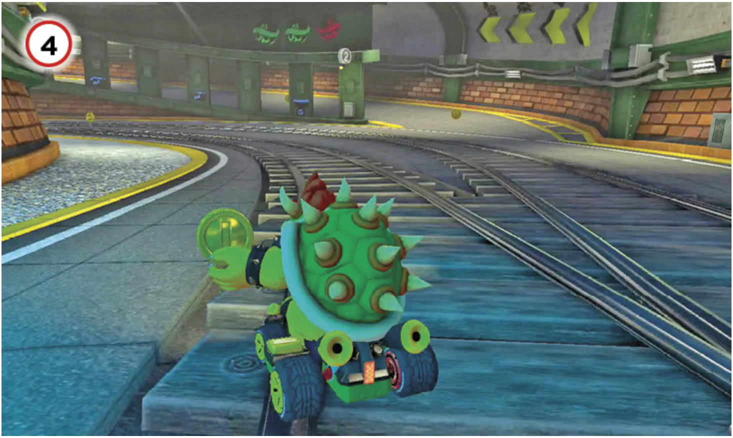


As this is a subway, these tunnels are filled to brimming with trains. They don't move particularly fast, but they can spin you out with even the slightest contact. Stay close to the insides of the turns, and whatever you do, don't touch that train!

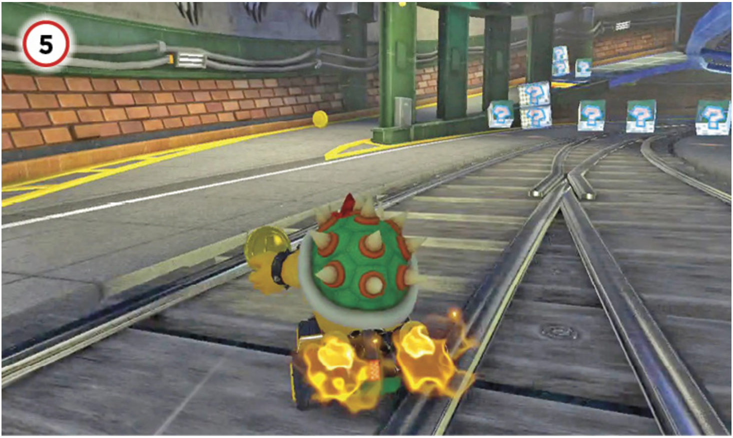




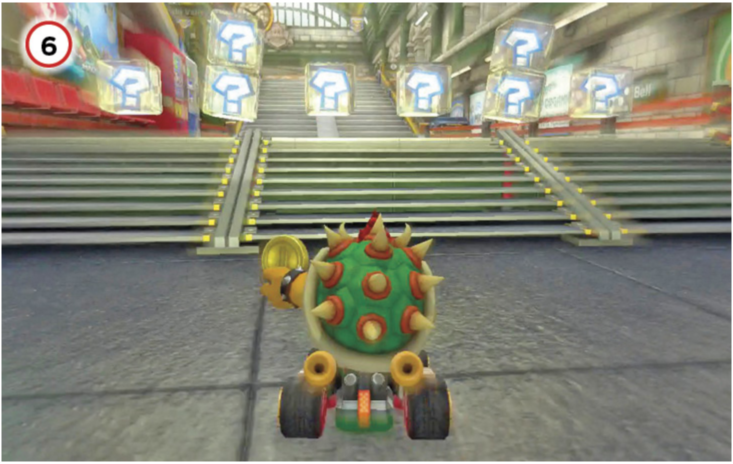
You can use this ramp to avoid the trains and other traffic. The ramp itself hangs a sharp left, so be careful not to hit the wall on your way up. Once up the ramp, you'll drive along a catwalk for a time. If a train happens to be passing by underneath it, you can attempt to hop on the train and hit a dash panel at its back end. It's a risky maneuver, so don't attempt it if you're not sure you can reach that dash panel.



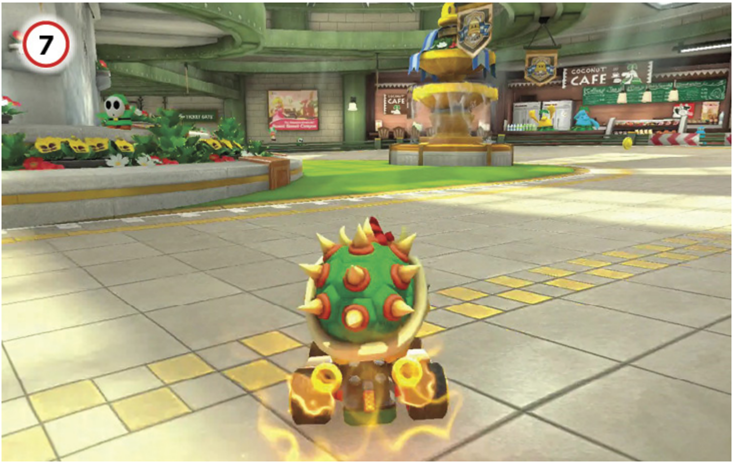
Immediately after dropping off the first catwalk, another ramp will be waiting ahead. This turn is hard to make on a straight path, so go in with caution.



If you miss the second ramp, there's a third and final ramp that will appear on your left. It's much shorter than the first and second ramps, but it will get you off the ground and out of harm's way. The one advantage to this path is that it ends with a ramp that will deploy your glider, meaning you can glide your way through the remainder of the subway.



If you hit the jump button right at the tops of these stairs, you'll get a Jump Boost. Get Jump Boosts on both sets to blow past the competition.



If you happen to have a Mushroom handy, you can cut through the grass here. It might be enough to put you in the lead at the end of a tight race.

TIME TRIAL

Nintendo's Best 150cc Time Trial Time: 2:06.487
Player: Nin*Juliet

Racer: Shy Guy

Wheels: Slim

Body: City Tripper

Glider: Super Glider

Time Trial Mode

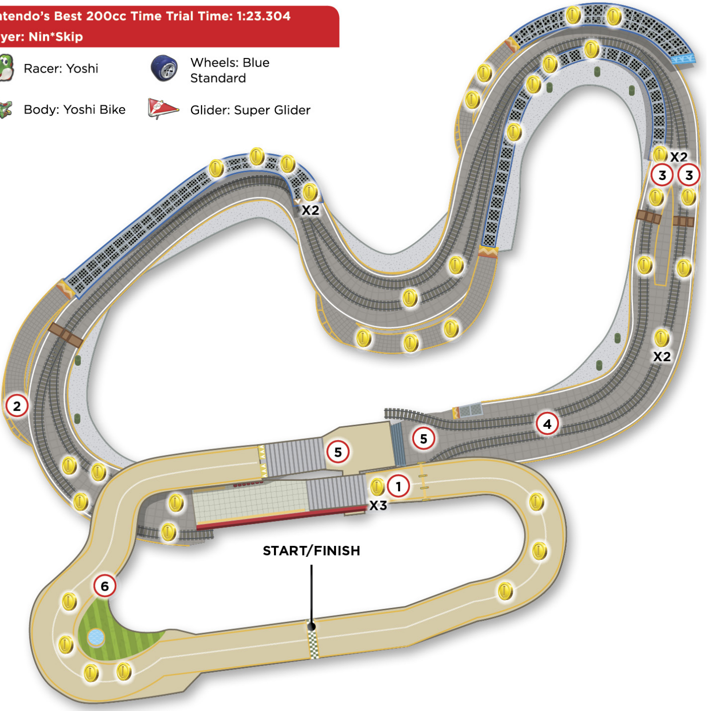
Nintendo's Best 200cc Time Trial Time: 1:23.304
Player: Nin*Skip

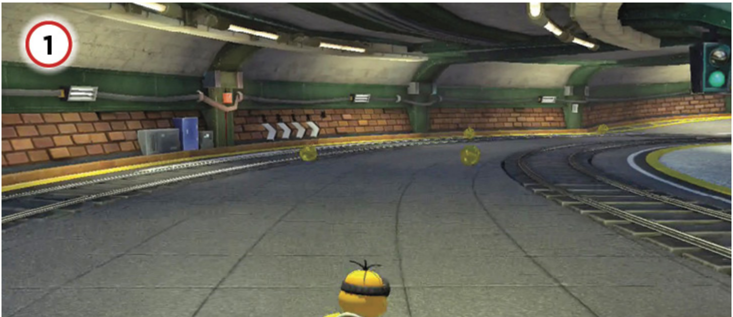
Racer: Yoshi

Wheels: Blue Standard

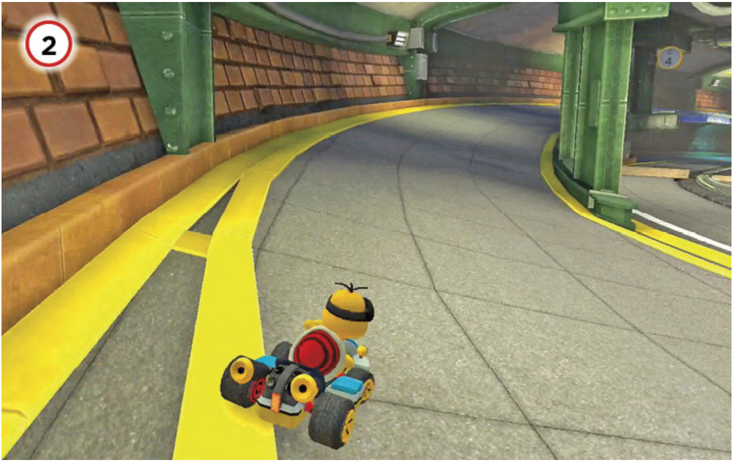
Body: Yoshi Bike

Glider: Super Glider



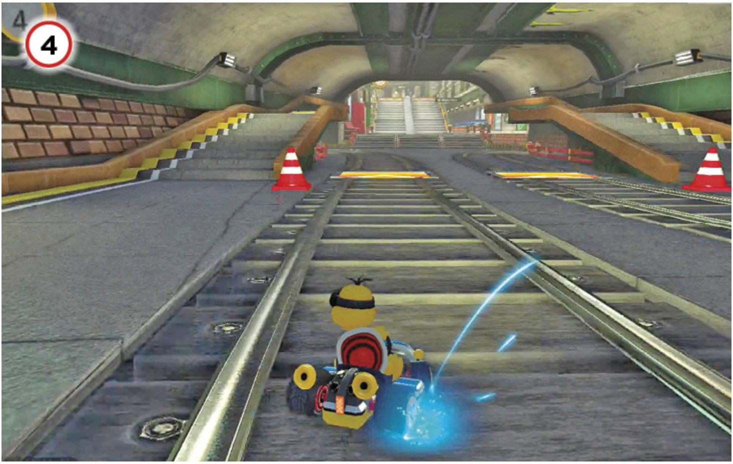


Make sure to jump off these stairs to get a Jump Boost. It's not much, but any bit of extra speed will work in your favor.



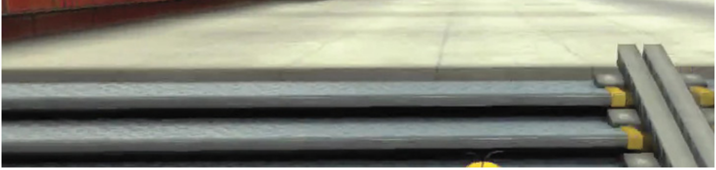
Don't bother going up any of the three ramps in the subway. Avoiding the trains is nice, but you'll have to brave the locomotives to get your best time. Instead, stay on the inside of every turn and hug the line as much as you can. Drift around the turns, build up a Mini-Turbo or better, release, and then do it again on the next turn.

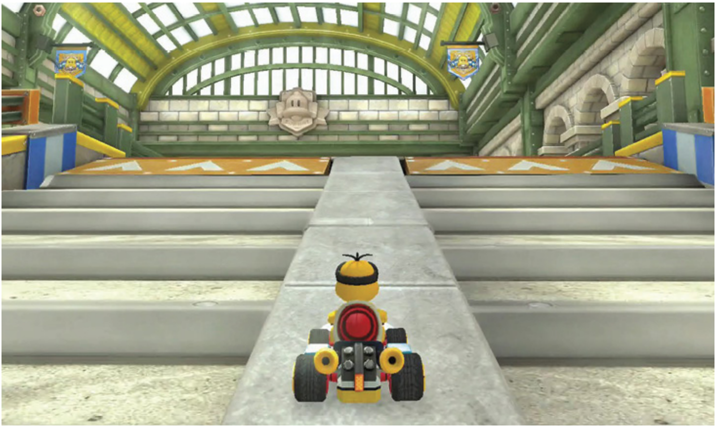
You can jump off the little speed bumps just below the third subway catwalk area for a Jump Boost. Don't miss the opportunity!



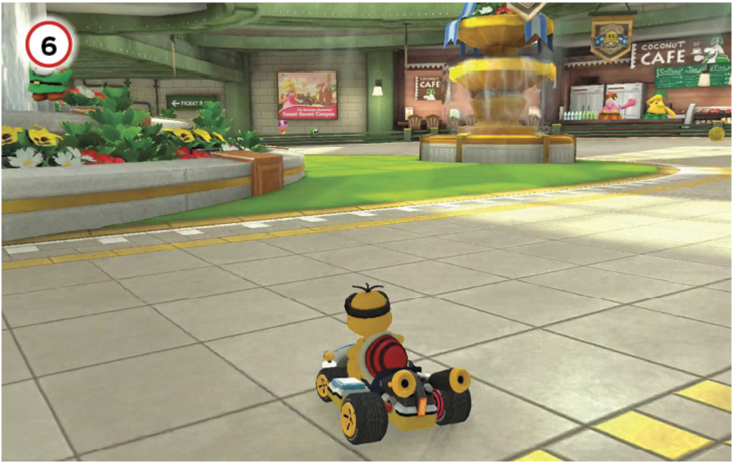
Dash panels can be found on the left and right sides of the road and at the tops of the stairways against the left and right walls. We suggest you stay close to the ground and go for the panels on the lower level. You can get Jump Boosts from the upcoming stairs, but you'll miss one set if you take the upper dash panels.

5
Valley
MARIOKART 8
Music Par





You can earn Jump Boosts off these stairs if you time your jumps correctly. They're certainly a nice follow-up to the dash panel you just hit.

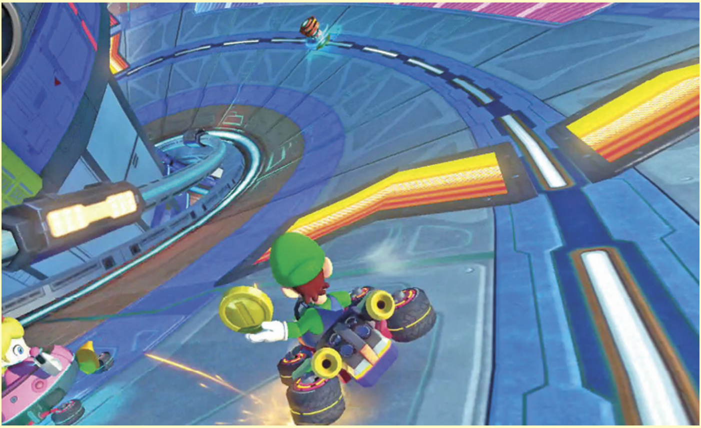


Save your Mushrooms for this shortcut. There's no better use for them on this track.

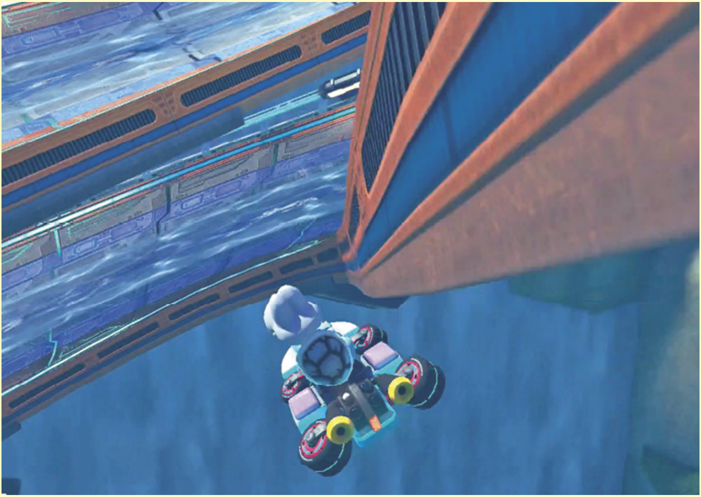
BIG BLUE

Another blast from the past appears in the form of this sprawling *F-Zero* course. Big Blue is one of the only courses that begins and ends in different places, failing to close the loop—it begins near sea level, winds above the ocean in loops and curls, and eventually points straight upward to the finish line in the belly of an enormous airship. Indeed, when you look at the map provided here, realize that it's a profile view! Big Blue has no Coins on the track, like Mute City. Instead, Coins are built up by spending time driving through purple boost pads.

CAUTION: ROADSIDE UNASSISTANCE



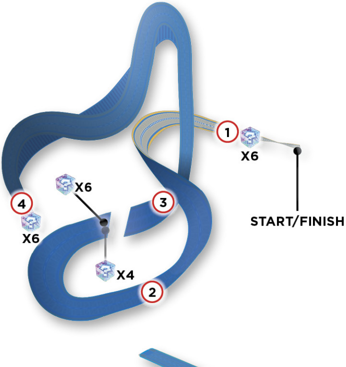
Permanent Antigravity: None of Big Blue would be safe to traverse with a normal vehicle, so racers here are always in antigravity mode, and will accordingly have floatier control than with wheels down. Spin Boost pillars are present throughout the track, conferring speed boosts to vehicles that strike them.

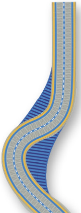


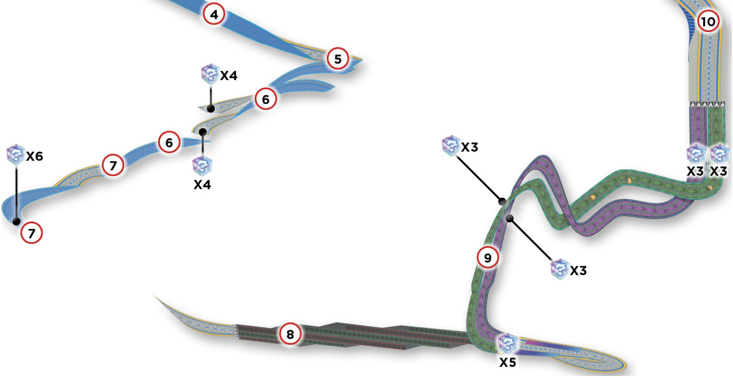
Into the Drink: Much of Big Blue is missing protective walls or guardrails, so it's possible to drive off the track (or get knocked off).

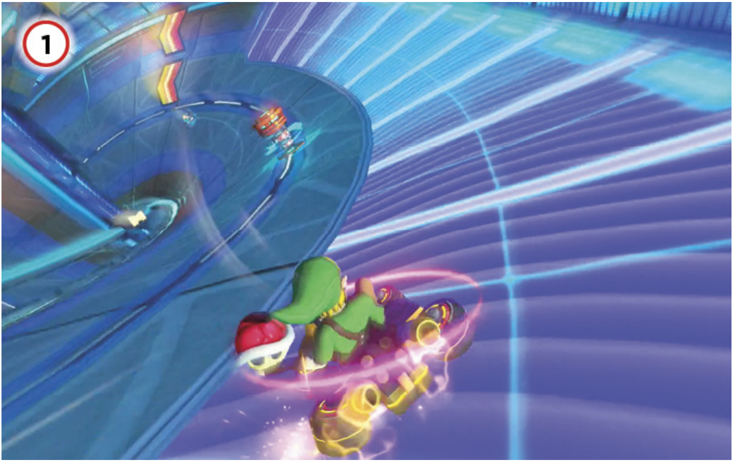
GRAND PRIX

Grand Prix Mode

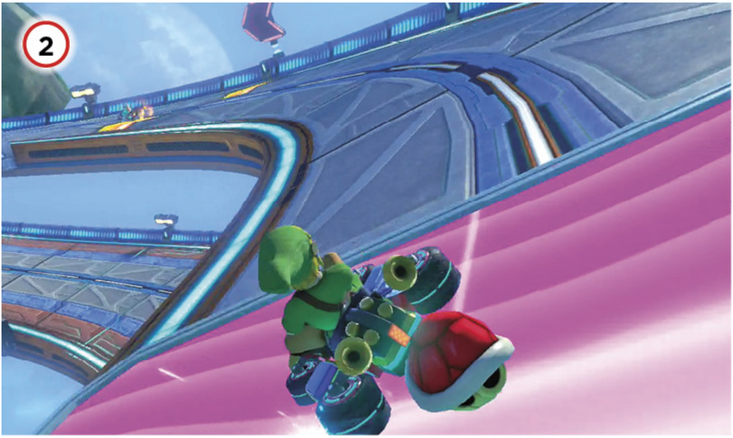




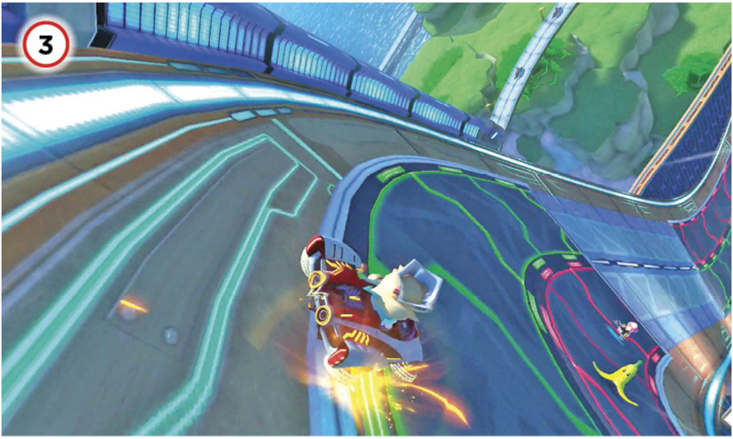




At about the point you run into the first line of Item Boxes, it'll be time to start drifting toward the first big turn. Many of the turns in Big Blue are long, sloping twists like this one, where an extended shallow drift can carry you forward through boost pads and Spin Boost pillars, building sparks for a Mini-Turbo all the while. Heading into the turn, drift into the dash panel on the right and ride that boost through the purple panel on the outside wall. This recharge zone will fill up your Coin total quickly. There are no actual Coins to be found in Big Blue, unless they're knocked from other motorists. After exiting the recharge zone, catch a boost from dash panels on the right, then ride that boost into the center of the road to nail a Spin Boost pillar too.



After a small ramp and downward step (which you should Jump Boost during), the track splits into two halves, which fork into upper and lower decks. Both forks hook into left turns that end in big jumps. Much of the top deck is covered in purple recharge panels, so if you're short on Coins, take the right fork and head up. The left fork doesn't have a recharge panel, but has more Item Boxes spread in front of the jump at the end, including a double Item Box right in the middle. (If you take the right fork toward the purple panels, the double Item Box is second from the left.)

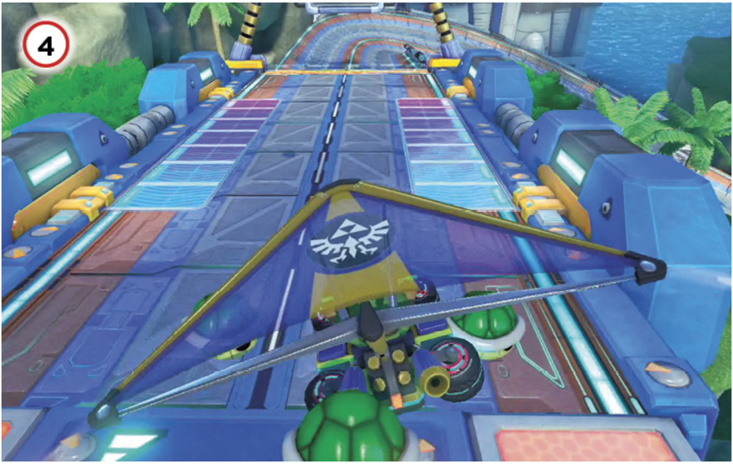


After landing from the jump, whichever fork you took, be ready to tackle some conveyor belts. The green conveyors move away from you, boosting speed; the red conveyors move toward you, acting as a brake. The key to plowing through this segment efficiently is to aim and line up drifts that both align with the turn at hand, and carry you over the green conveyor through the entire curve.

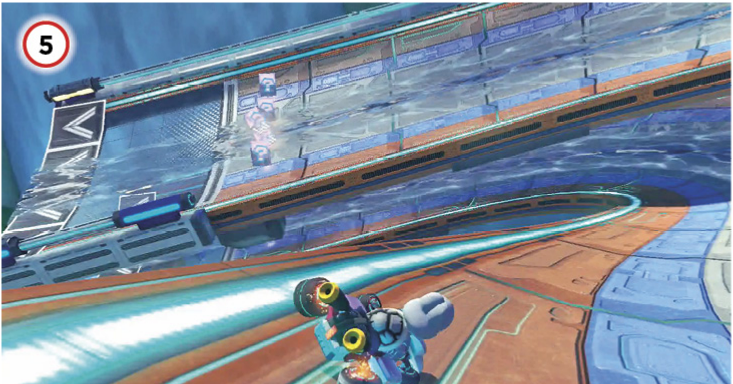
Immediately after landing from Section 2's final jump, be ready to make a slight turn right, from the left side of the course.

Jump Boost off the end of the conveyors here, then get ready to immediately drift hard to the right, again from the left side of the course. After exiting that section of green conveyor, tack hard to the right side of the road, then begin drifting left immediately as you enter the next green belt. After this short drift, tack hard *again* back to the left side of the road, and then drift right, riding the left side of the road on the last strip of green belt.

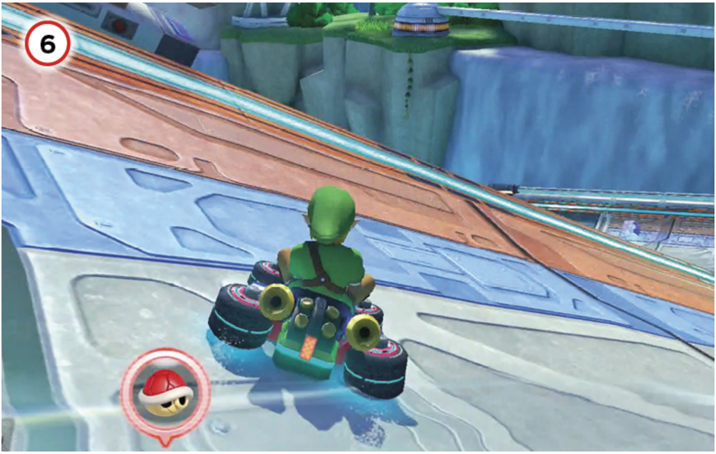
If you're going to cross over a section of red conveyor briefly, such as at an angle, hopping can help reduce or eliminate loss of momentum. Running full-steam into the path of the red belts, though, is a terrible momentum-killer. Like when veering off-road into bad terrain, a Mushroom can salvage a bad turn or drift solidly onto a red conveyor, but it's better not to need to use one.

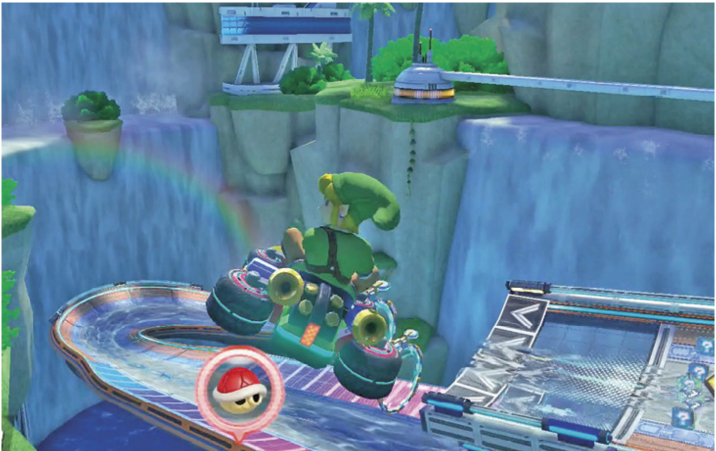


Immediately after exiting the fourth and final conveyor strip, a huge jump looms, with Item Boxes across the lip. The second one from the end on either side is a double Item Box. After a lengthy glide descending, you'll touch down on a bit of track with purple panels on either side, so pick up more Coins in reserve if needed. The "pit stop" with these recharge panels represents the end of Big Blue's first segment.



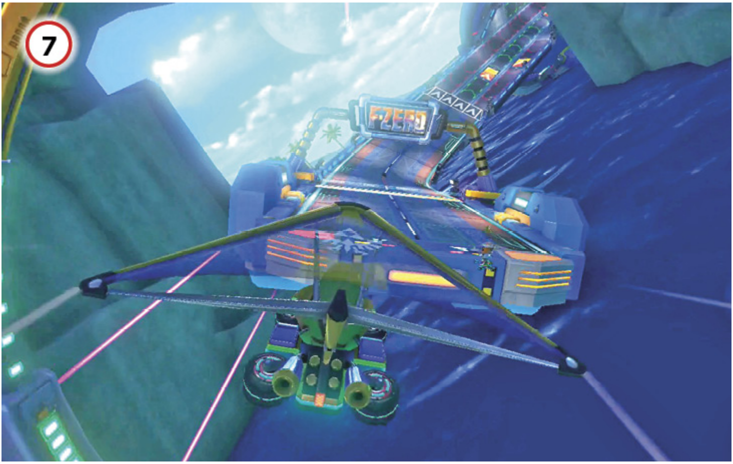
The track here curls dizzyingly downhill. As if to prove the point, jets of water spew onto the track and form minor rapids, adding to the sense of speed. Much of this section lacks guardrails around the track, and the track again splits into upper and lower decks, which amount to basically the same journey, with important exceptions. The first major turn in the sci-fi waterpark is a sharp right, after which you'll have to choose whether to take the left or right split in the road. As before, both arms rejoin after several twists and turns. Either fork ends in Item Boxes and a small jump. (The second box from the left is the double pickup, so veer that way. Even if you don't need two items right this second, it might deprive someone hot on your tail.)



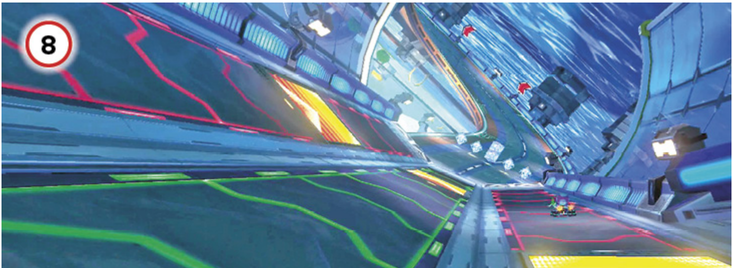


The left fork where the track splits is basically the same as the right fork (detailed in **Point 5**), except that it conceals one of the game's less-obvious shortcuts. As a plus, the shortcut doesn't require the use of a Mushroom. To take it, fork left at the split, then drive along the right edge of the top deck, while keeping a keen eye on the guardrail on the left. You want to fly off the track right where the guardrail ends, veering hard left while leaving the track. Trust us. Properly done, you'll glide off the track in antigravity mode without aid of a ramp, so no glider deploys. Antigravity mode helps loft you just enough anyway and you'll rejoin the track farther down, skipping altogether the entire turning portion of the double-decker segment (though you'll also skip all the Item Boxes there, which is worth thinking about if you're empty-handed).

As a caution, note that while this is a terrific shortcut, it's a *terrible* place to get hit with a shell.

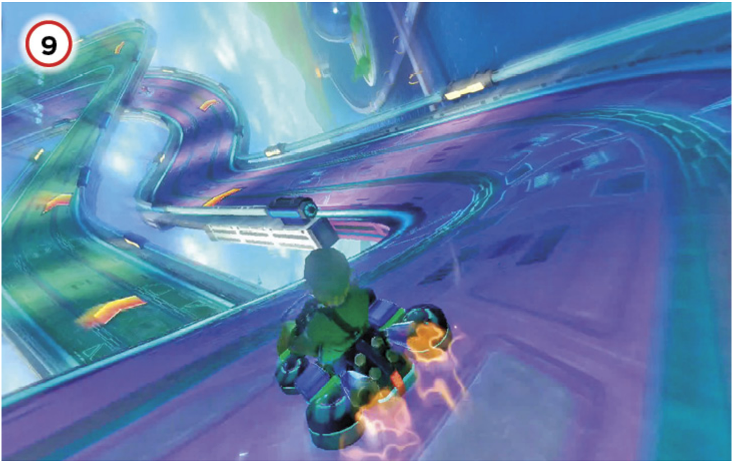


From the previous landing, you can opt to recharge Coins with purple panels running along either side of the track. The right turn coming up quickly reveals a ferocious snaking S-curve up ahead. From the panels, drift through the right-left-right turns, holding the drift only long enough for blue sparks to emerge, creating a Mini-Turbo upon release. As the kart surges forward, *immediately* begin a drift in the other direction and repeat. You can hold each drift long enough here for blue sparks, but no longer, and careening back and forth on a trail of blue-spark boosts will carry you perfectly through this series. At the end of the sci-fi rally series, several Item Boxes line the road ahead of a supercharged antigravity glider corridor. The second pickup from each side gives double items. Resupply, then immediately Jump Boost off the ramp into the glide path.

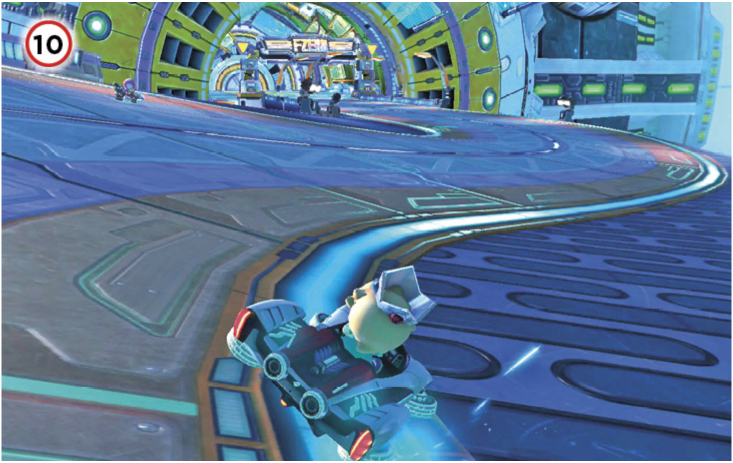


This section kicks off the third leg of the course. It's time for more green and red conveyor belts up ahead on a long straightaway, nauseatingly inverted over the big blue sea. The moving conveyors have dash panels on them, creating a little puzzle on the fly—with some foresight and luck, you can line up dash panels and keep a boosted state for the full duration of the conveyor belts. If you catch a bad angle or poorly time lining up boosts, at least advance forward on green conveyors and avoid red belts. At the end of the straight, keep to the center line to snag a double Item Box.

9

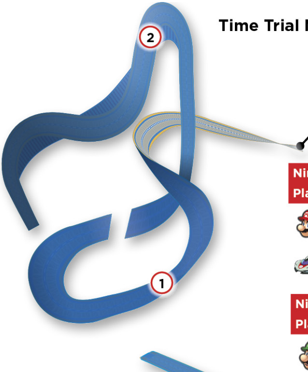


Follow a sharp left curve to find purple panels on the roadsides and a Spin Boost pillar in the middle, a chance for either a Coin recharge or a short-term surge. A short, sharp right turn after the panels reveals the third and final track split, with Item Boxes along the entry to either side. Enter on the left of either branch to skate over the double Item Box. Whether you fork left or right, the path here involves a relatively narrow and twisting path lined with precisely placed Spin Boost pillars and dash panels. A careful combination of drifting, spark-boosting, and hitting those track elements for extra boosts can carry you through this entire section in a thrilling tear. Where the twisting turbo tracks rejoin, there are more clusters of Item Boxes, this time with the double pickups in the middle of each group. Since this section begins and ends with pickups, and is closing in on the finish, there's no reason to hold back.

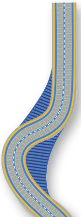


The dash for the airship finish concludes with a big, wide S-curve with rough terrain forcing wide turns. This is just about the simplest part of the entire course, with lots of Item Boxes freshly opened, so expect this to be a shooting gallery.

TIME TRIAL



Time Trial Mode



Nintendo's Best 150cc Time Trial Time: 1:37.316
Player: Nin*Dylan

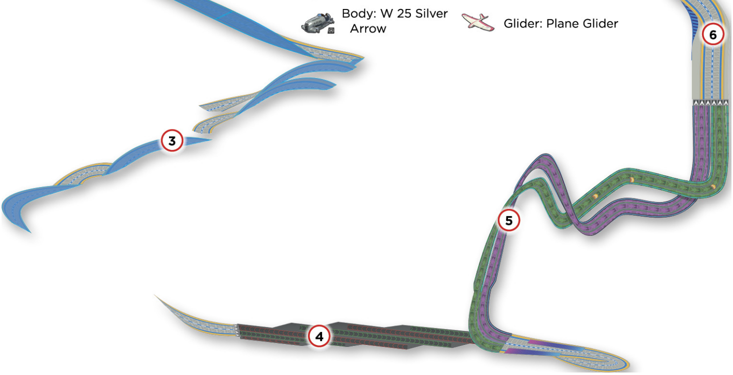
Racer: Mario
Wheels: Blue Standard
Body: P-Wing
Glider: Super Glider

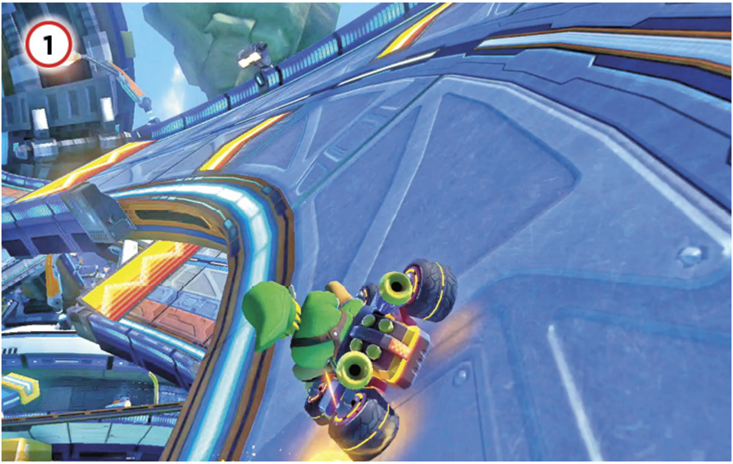
Nintendo's Best 200cc Time Trial Time: 1:13.516
Player: Nin*Rie

Racer: Luigi
Wheels: Slim

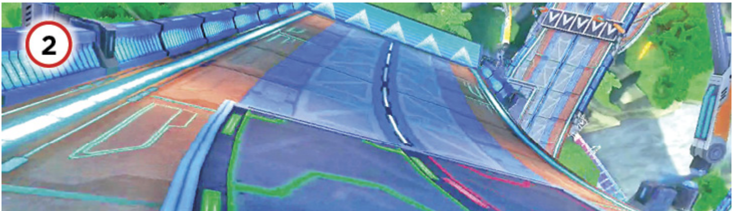
Body: W 25 Silver Arrow

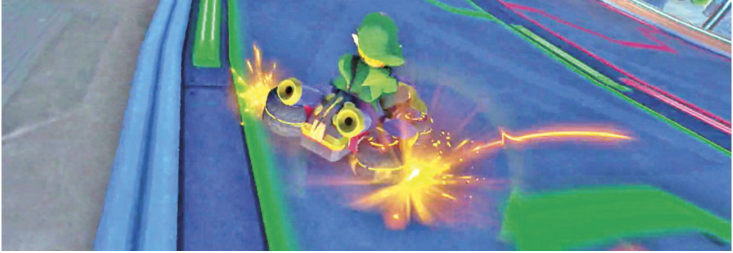
Glider: Plane Glider



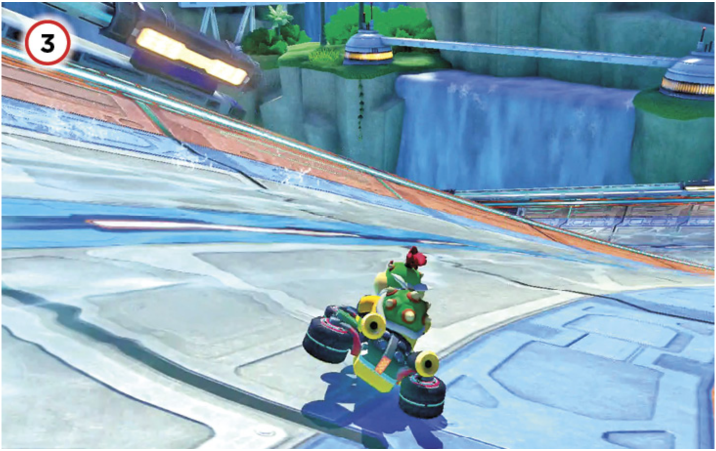


The first left turn into the purple-panel pass should already put you at six or seven Coins in reserve; drift wide right to ensure coinage. Then, at the first track split, taking the right fork for the upper deck's recharge panel will surely cap your top speed.

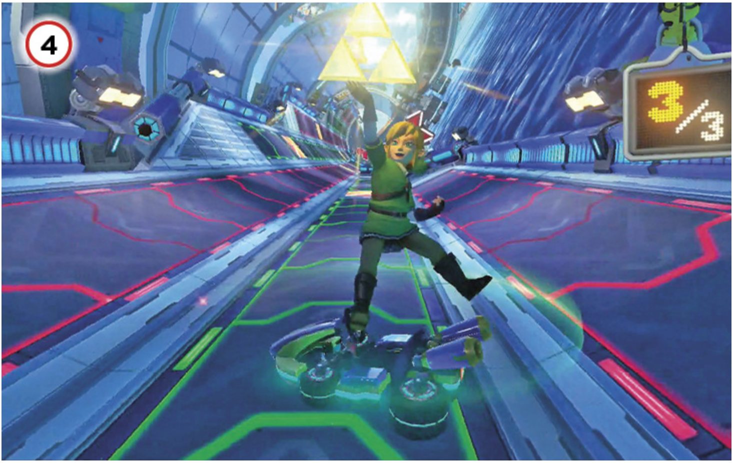




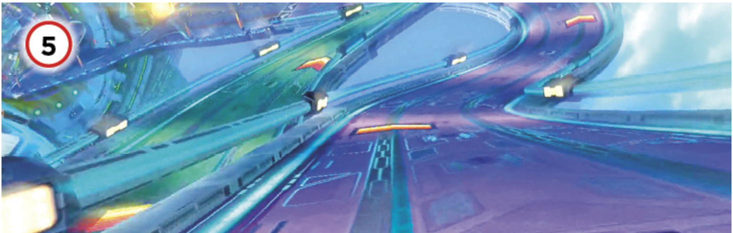
Riding the green conveyor belts as cleanly as possible is crucial. It’s possible to use a Mushroom here either to regain footing when bogged down by a red belt, or to take a quasi-shortcut skating over brief off-road patches around the conveyors, but your Mushrooms are best saved for other places.



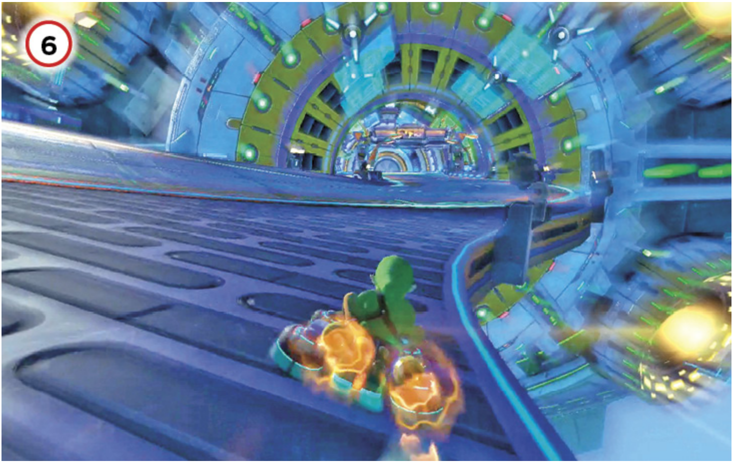
After following the downhill waterslide, take the next left fork, heading for the hidden-in-plain-sight shortcut, which is achieved by driving off the track just where the left fork's guardrail ends. Use a Mushroom boost to give the downhill squirrel-glide a little extra pep.



After threading the rally turns and glider sequence, it's time to tackle the conveyors. For the very best Time Trial records, you'll want to hit a fresh dash panel just as the previous boost wears off, clear across this straightaway. Remember that it's fine to divert onto a red belt if that scores you a dash panel, but otherwise red belts are fatal to momentum.



The paths here are the most similar of the splits, so just focus on keeping momentum, hitting every boosting track element possible, and not hitting a wall.

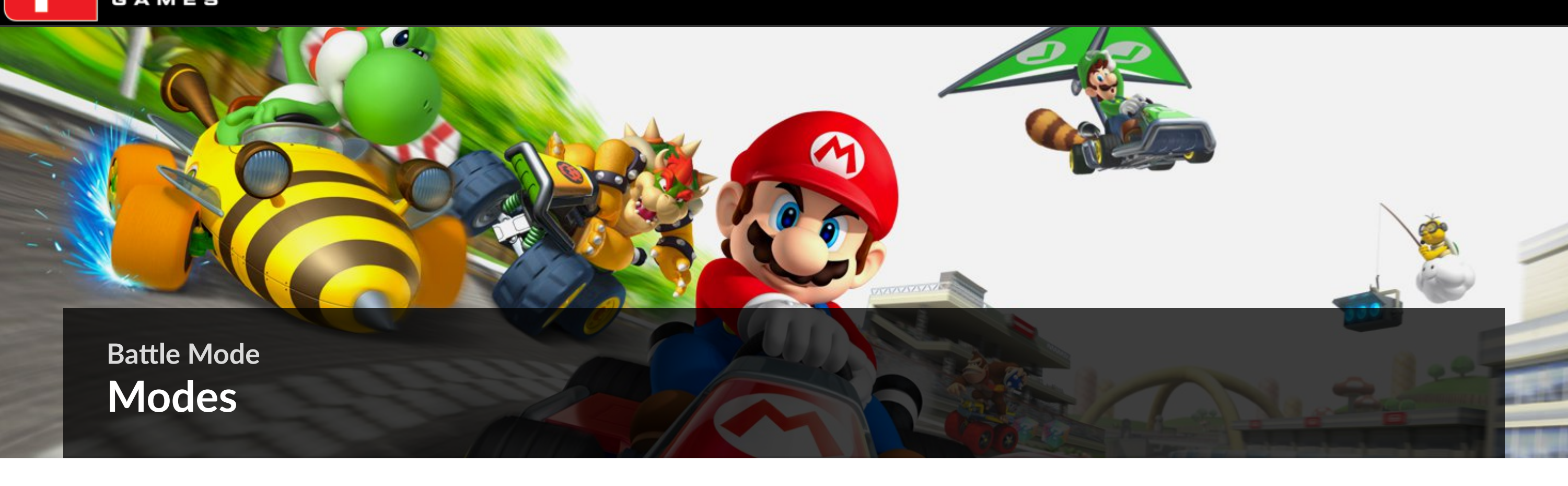


You've come all this way and still have two Mushrooms? The better to warp through the final stretch diversion-free. The wide turns here at the end are forced on drivers by a couple stretches of rough surface, but with two Mushrooms you can rocket through both effortlessly on a turbo-charged beeline for the finish.

Battle Mode

Introduction

Everything you thought you knew about Battle Mode is completely out the window! It has been revamped for *Mario Kart 8 Deluxe* with eight new battle maps to choose from and five different mode types where you can compete online and against friends. Twelve racers compete against each other, but some modes allow for six-on-six battles. Each mode is significantly different from the last, so read on to learn about what to expect once you start this frenetic and fun game mode.

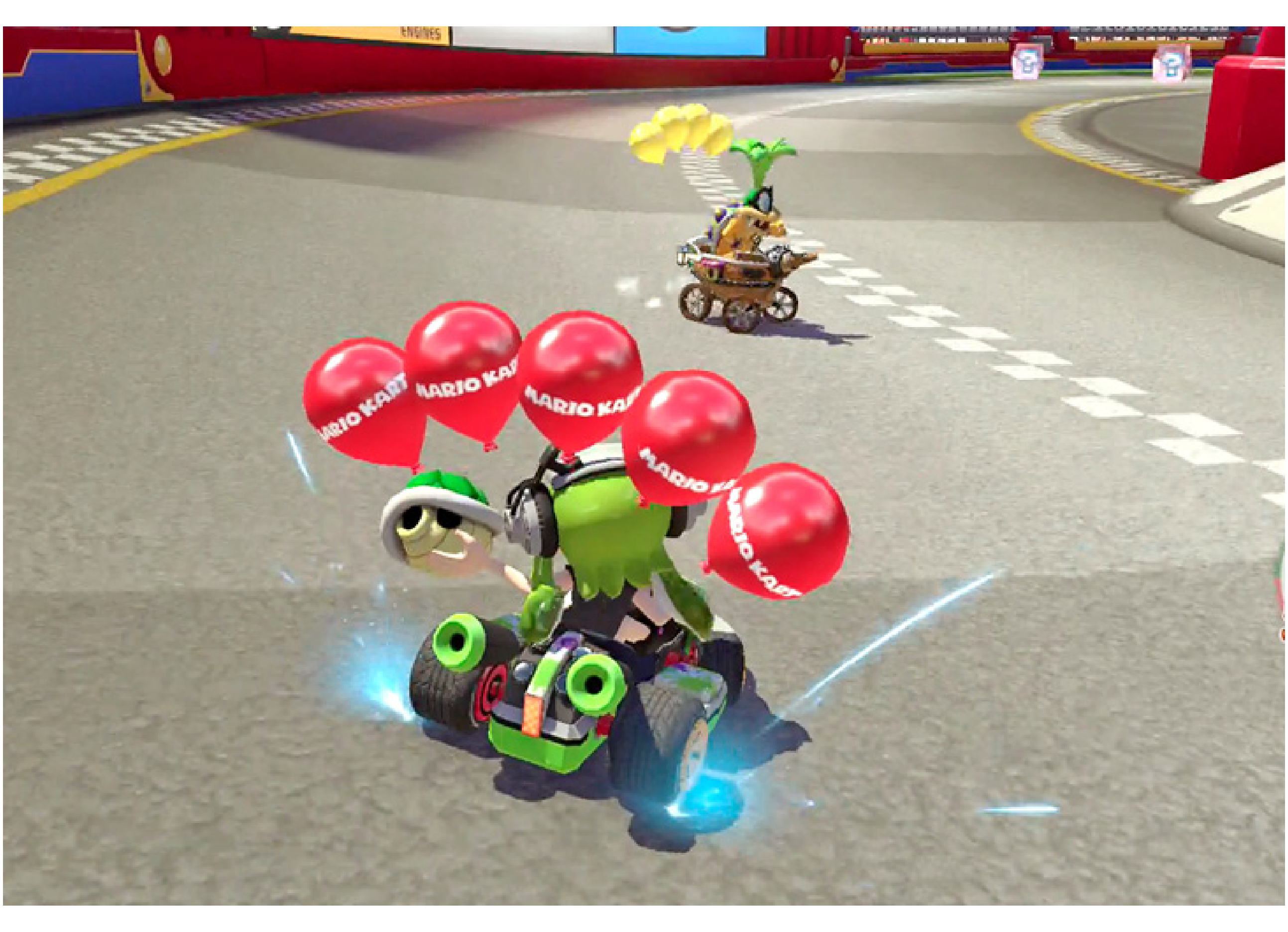


Battle Mode

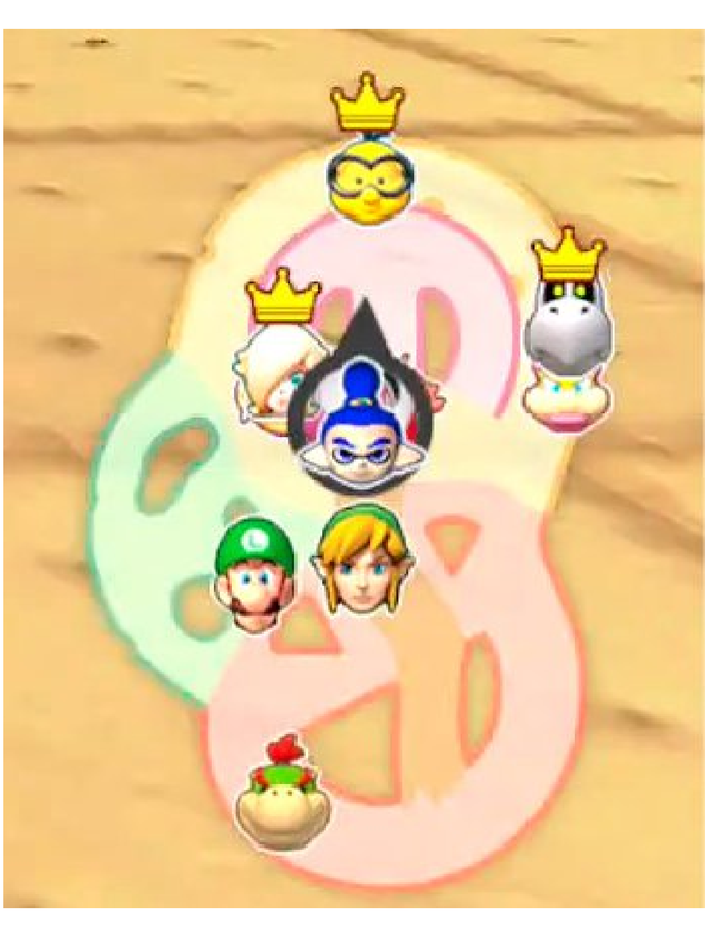
Modes

BALLOON BATTLE

The goal of Balloon Battle is to pop other players' balloons while protecting your own. It's the classic mode we all know and love. The major difference here is that you no longer play on race tracks, but actual battle arenas. With twelve racers roaming around all holding power-ups, things can get hairy very quickly.



Scores are tallied by the number of hits you land on your opponents. The player or team with the most successful hits is declared the winner. Each player starts with five balloons. Every time a player is hit with an item one of their balloons pops.

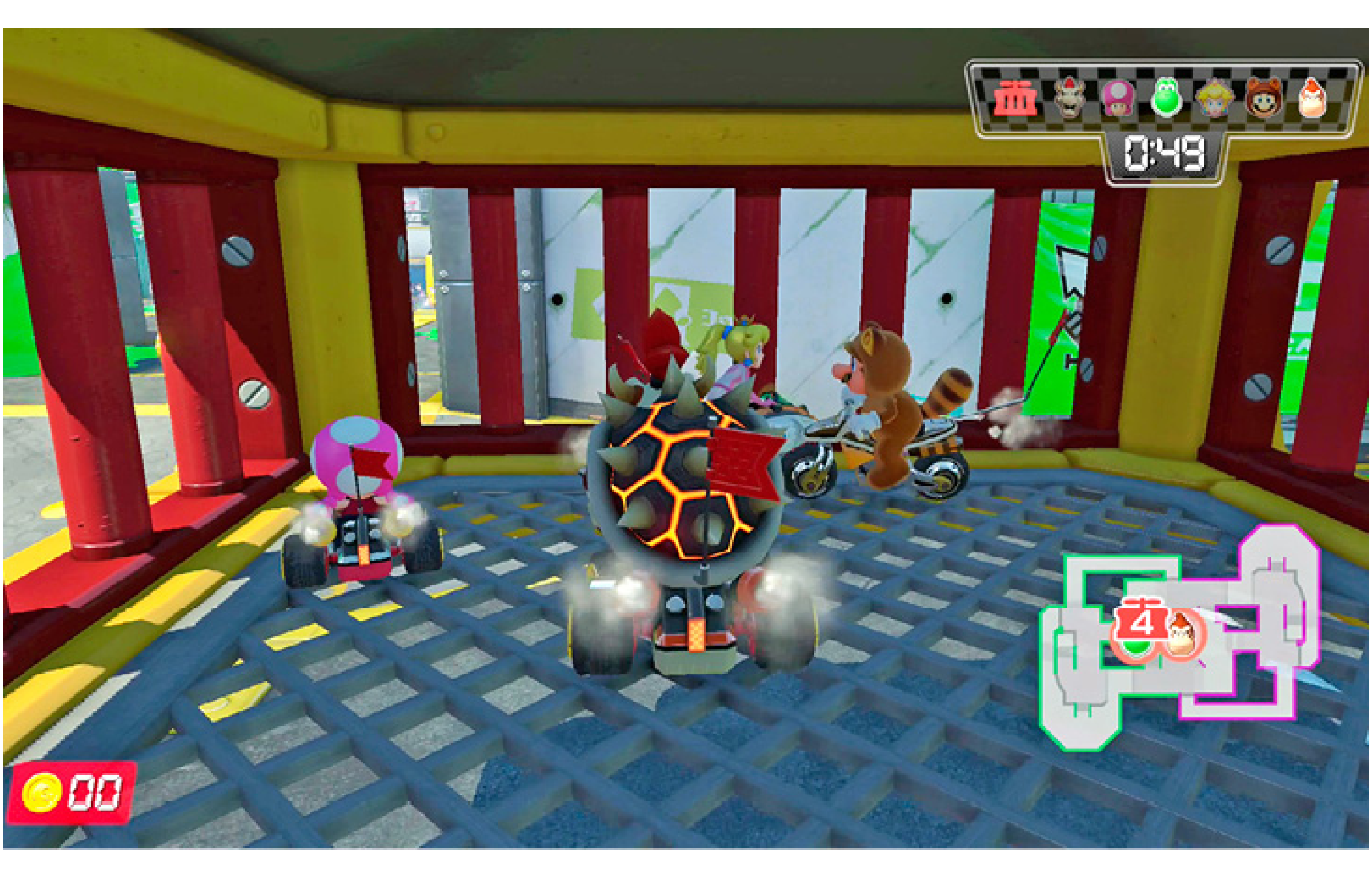


You won't be out of the game if all five of your balloons are popped, but you will lose a nice chunk of the points you've built up—the same goes for your opponents. This means it's a good idea to hunt for the player with the most points. How do you tell who has the most points? Easy! Look at your map in the bottom-right corner of the screen and look to see which racer has a crown on their head. If you manage to pop all of their balloons, they'll be bumped right out of first place.

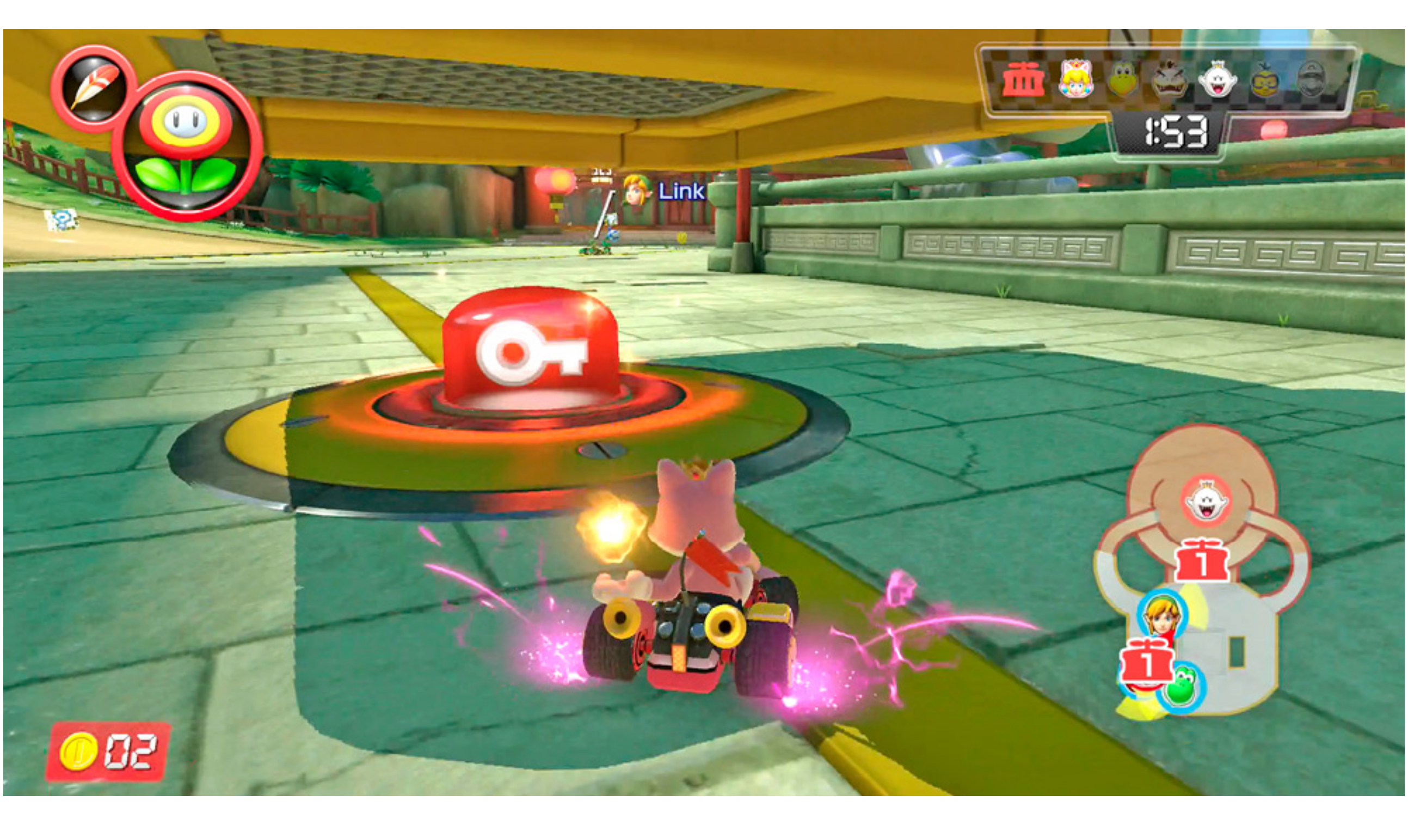
You shouldn't focus exclusively on taking out the leader, however. It's just as effective to attack other players while they try to attack the leader themselves. Earning a steady stream of points while protecting your balloons is the best strategy in this mode.

RENEGADE ROUNDUP

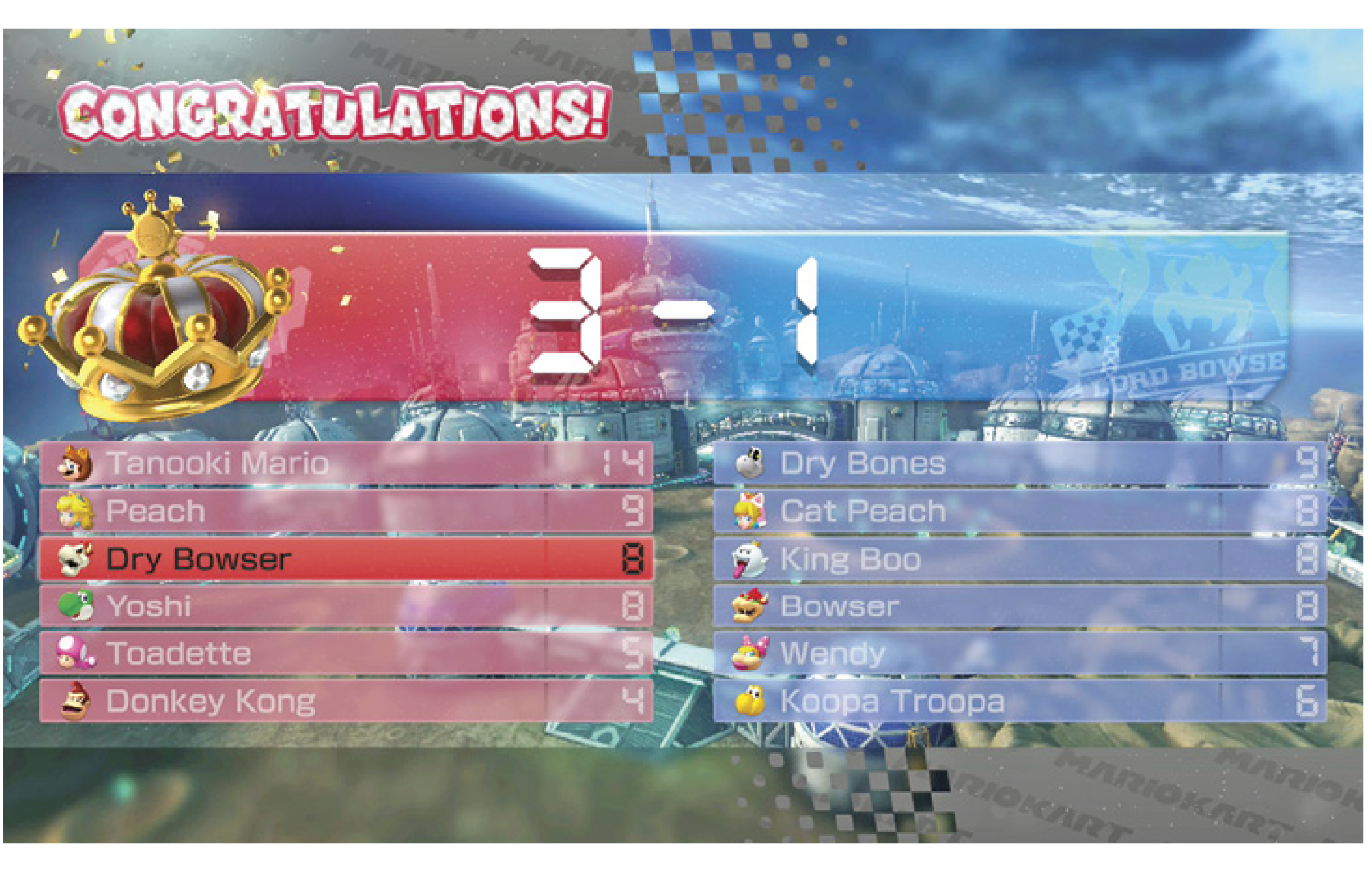
This mode is a six-on-six take on cops and robbers, but instead of being called "cops and robbers," it's the Authority vs. the Renegades. Six players are strapped with Piranha Plants, while the other six have nothing but the power-ups they can procure on the arena to protect them.



The goal is for the Authority to use their Piranha Plants to eat up the robbers. Every time a Renegade is eaten, they are transferred to a jail cell on the far side of the map. Once inside, a jailed player cannot escape without help from their Renegade allies on the outside. If all six Renegade players are jailed, the game is over.



So how do you escape? Easy. One of your Renegade friends need to hit the big switch underneath the cage. Once the button has been hit, the jailed Renegades are freed and the game presses on. The one who freed his or her comrades will be given points based on the number of freed teammates. These points are tallied at the end of the round to determine the score.



Tanooki Mario	14	Dry Bones	9
Peach	9	Cat Peach	8
Dry Bowser	8	King Boo	8
Yoshi	8	Bowser	8
Toadette	5	Wendy	7
Donkey Kong	4	Koopa Troopa	6

LUIGI'S MANSION
2:33
Waluigi
Toadette
1

2:20
3 to go!
Toadette
Tanooki Mario
2

Once time runs out or all six Renegades have been jailed, the round is over and the teams rotate; those who were the Authority are now Renegades and those who were Renegades are now the Authority. At the end of the second round, the number of freed Renegades is tallied and the team with the most freed Renegades wins

This is one of only two Battle Mode game types that feature Coins on the map. If you didn't already know, Coins increase your top speed, so grabbing them as either a member of the Authority or a Renegade is an absolute must if you want to capture, or flee from, other players. Getting hit makes you drop your Coins, reducing your top speed.

If you're struggling to get in close enough to a Renegade to have your Piranha Plant chomp down on them, try hitting the Renegade with an item to not only stun them temporarily, but also get them to drop their Coins. The goal is to get in close, so use your mini-map to cut off Renegade players (or avoid the Authority when YOU'RE the Renegade).

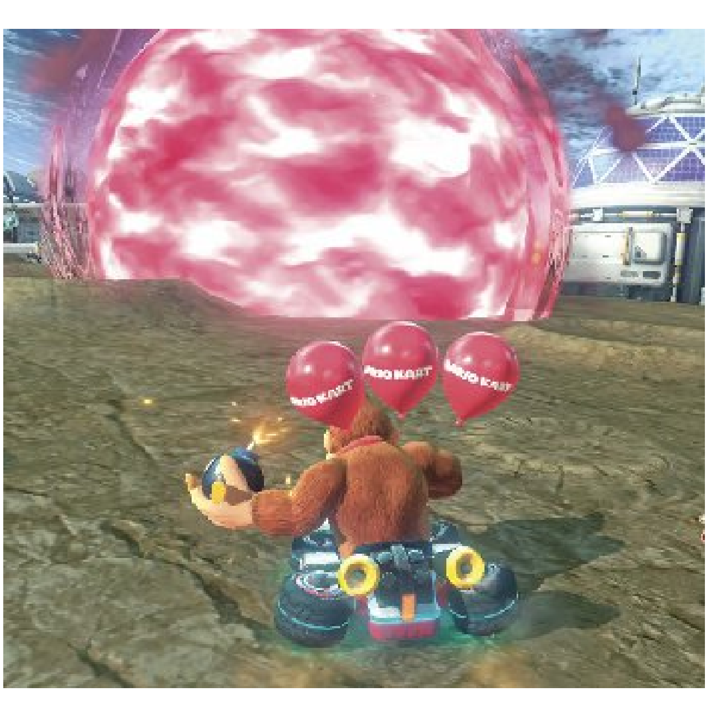
On the flip side, hitting an Authority member temporarily keeps their Piranha Plant from snipping, meaning you can drive past them safely without fear of being jailed.

No matter what team you end up on, stay mobile and keep a careful watch on your mini-map. As a Renegade, stay away from crowded areas and be sneaky when going to save your friends from jail. As a member of the Authority, stay on the hunt for areas you can cut Renegades off at and grab Coins as frequently as you can.

BOB-OMB BLAST

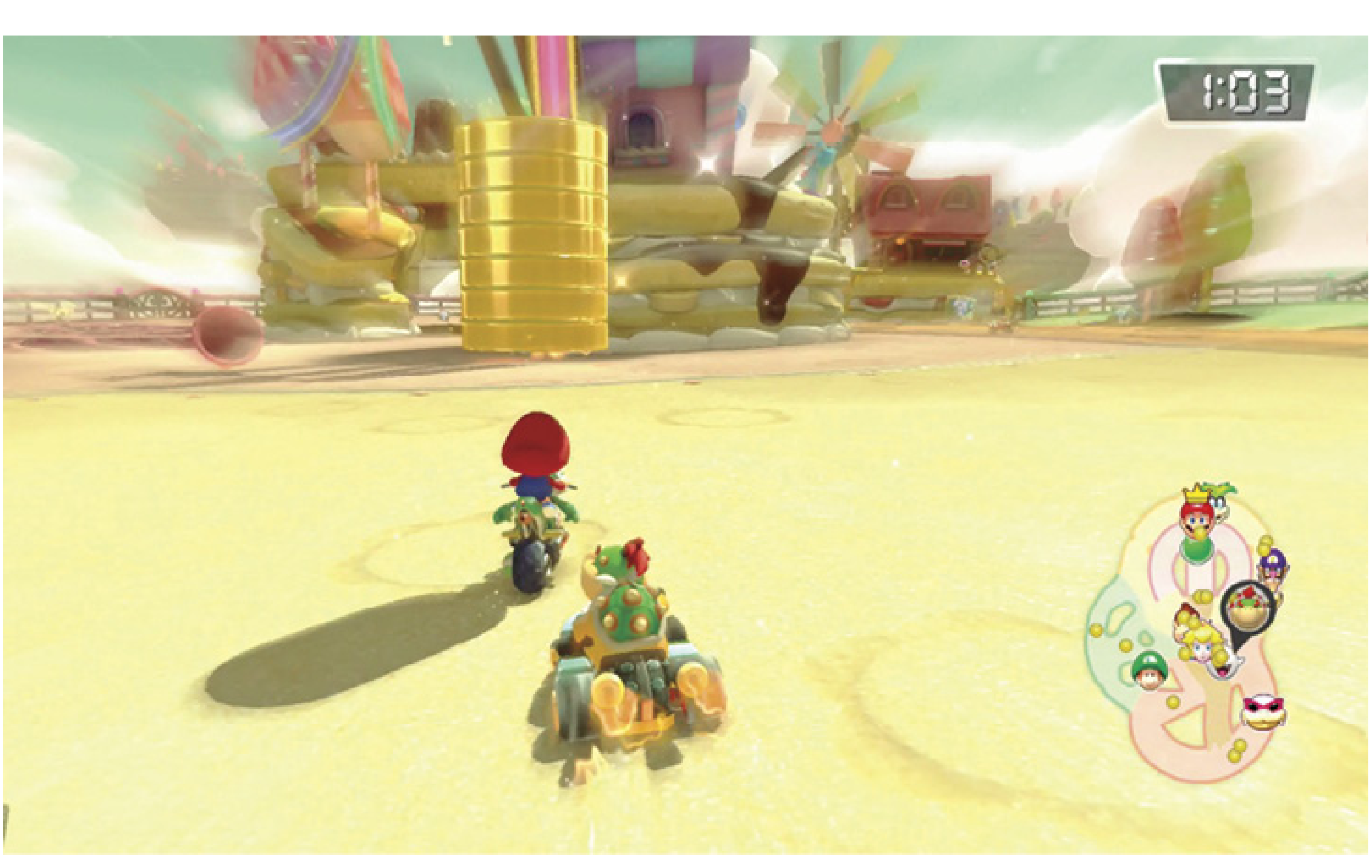
Bob-omb Blast is a twist on the classic Balloon Battle game type. Every area that has Item Boxes now has significantly more, but here's the catch: all of them have Bob-ombs in them. You can hold up to ten Bob-ombs at a time and the goal, like Balloon Blast, is to pop your opponents' balloons.

This mode is absolute chaos, so the best strategy is to stay outside large groupings of racers and shoot Bob-ombs toward their location. Bob-ombs create a massive explosion that is very easy to get caught in, so when several Bob-ombs are going off at once, you're almost sure to get caught in someone's blast if you're anywhere near a heavy-combat area.



COIN RUNNERS

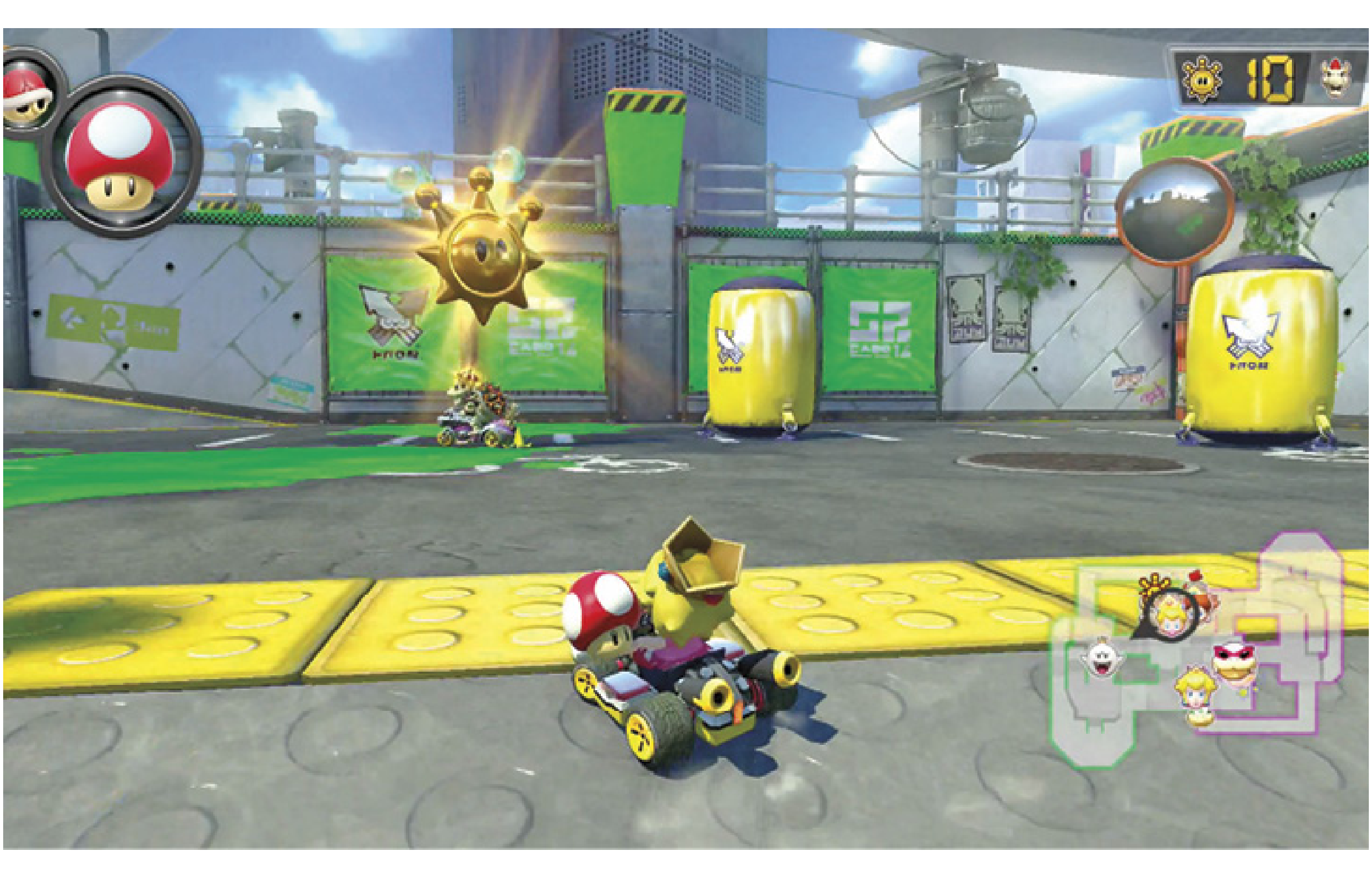
Coin Runners is the second Battle Mode game type to feature Coins, but this time they are the main focus of the game. Your job is to collect as many Coins as possible and hang-on to them until the end of the game. The catch? Anytime you are hit by an item you drop a large portion of the Coins in your possession; the same is true for any other player you hit. Your goal then is to knock the Coins out of other players' hands, steal them, and protect your own Coins.



Coins on the map reappear after a short time, so always stay on the move and ready to get them as they appear. Keep a close watch on your map to avoid other players, or use it to try and set up ambushes to steal other players' Coins. If you have the Feather, you can leap over a player and steal their Coins directly, and the same is true when you run into another player with a Mushroom.

SHINE THIEF

Your goal in Shine Thief is to grab the Shine and hold onto it for a total of twenty seconds. There's only one Shine, so expect every other racer to be hot on your heels the second you get your hands on it. If you're hit by an item, you'll drop it and the game will turn into a mad dash to be the first to pick it up again.



If you do lose the Shine, don't worry too much. Your time is cumulative, meaning you need a total of twenty seconds, not twenty seconds all at once. However, if you lose the Shine with less than five seconds remaining, your timer resets to five seconds when you pick up the Shine again. Just follow the pack, get some item shots in if you can, and wait for the Shine to drop again. Once it's on the ground, drive right on through, grab it and be on your way. If you use a Mushroom or a Super Star, you can steal the Shine directly from another player.

Having faster karts and racers is a good idea for this game type. Your success hinges on grabbing the Shine quickly and getting away from the pack even faster. Heavier racers have higher top speeds, but take a bit of time to rev up, and with all the chaos surrounding the Shine, you'll more than likely take a hit before you can ever reach your top speed. Using Featherweight and Light racers allows you to jet toward the Shine and escape quickly.

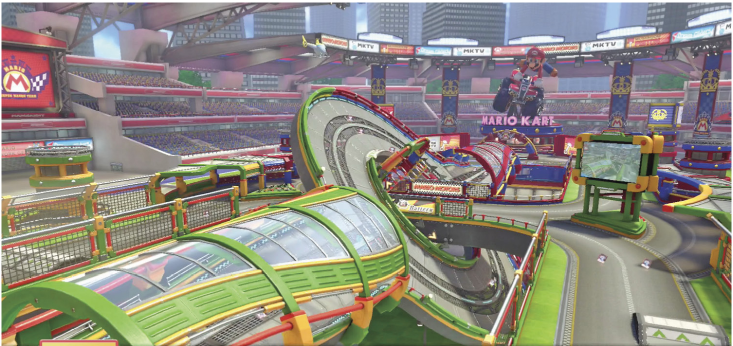
Battle Mode

Battle Mode Maps

In this section, we've included maps with item layouts for each of Battle Mode's five different game types. The changes are small, but important if you're looking to stay ahead of the pack.

Legend for All Battle Mode Maps	
?	Power-Ups
●	Coins
Λ Λ	In the Air
V V	Under the Track

BATTLE STADIUM



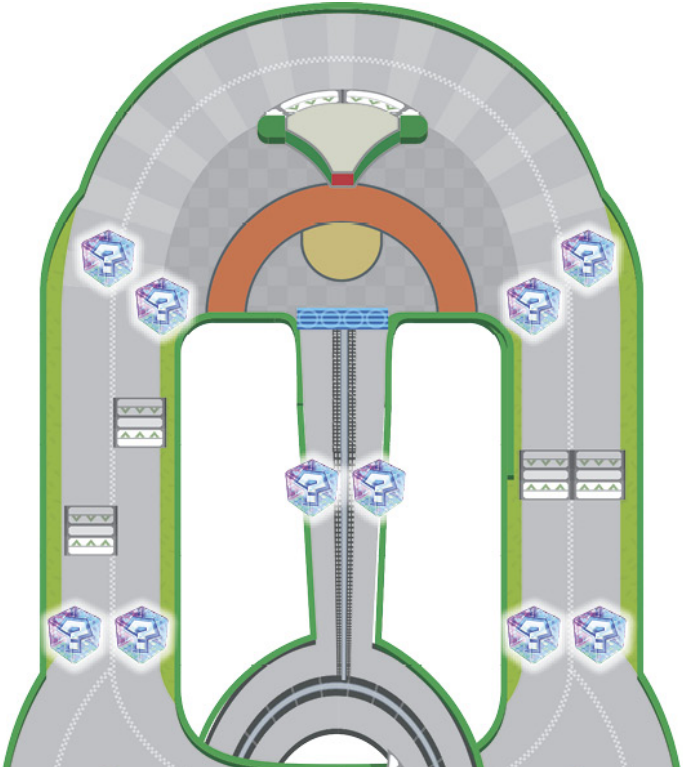
Balloon Battle

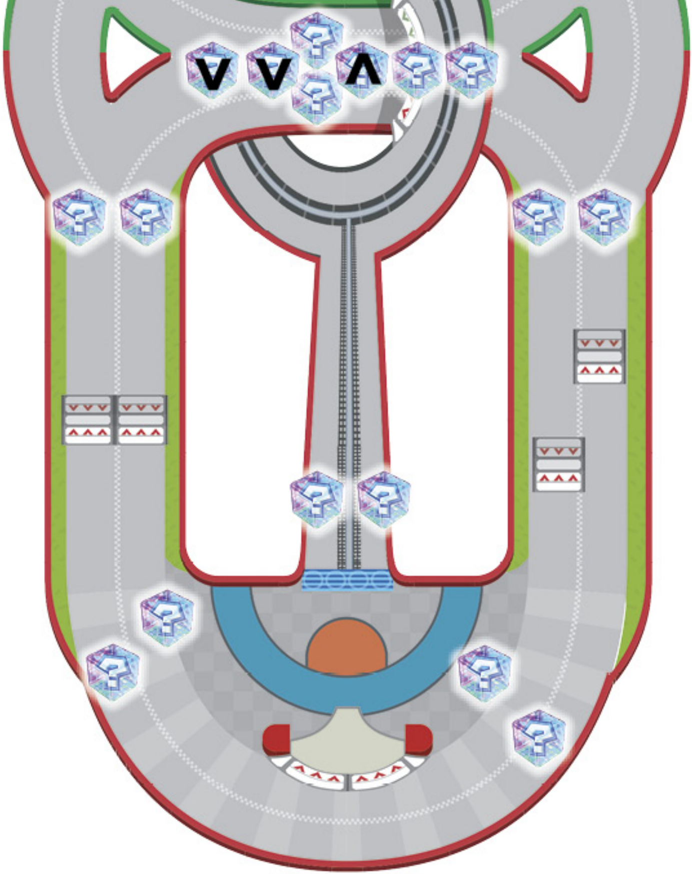
Battle Stadium

A map that is all about the battle and less about tricks and winding paths, Battle Stadium is shaped similarly to a figure eight with an additional donut path in the center of the map. The circle in the center of the map is sideways and, at its highest point, overlooks the center of the map. For quick escapes from pursuers, you can use a ramp in that same circle to drop down to the main floor of the map, giving you a chance to escape.

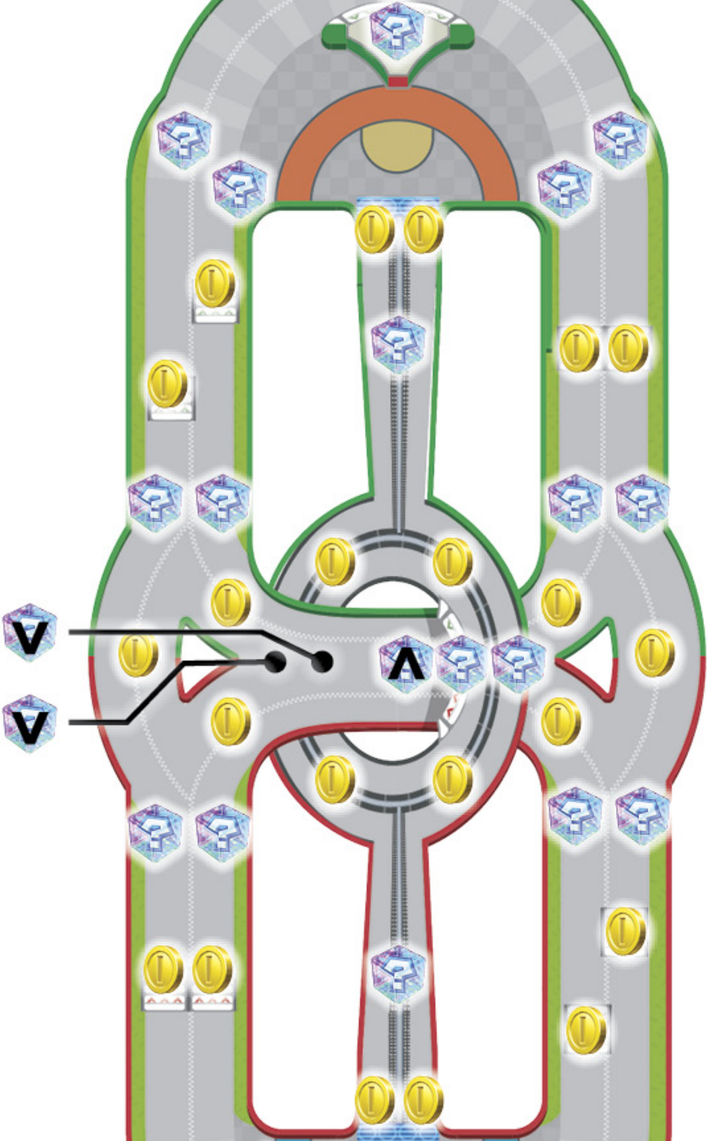
A simple map, but one that's perfect for uninterrupted combat.

BALLOON BATTLE

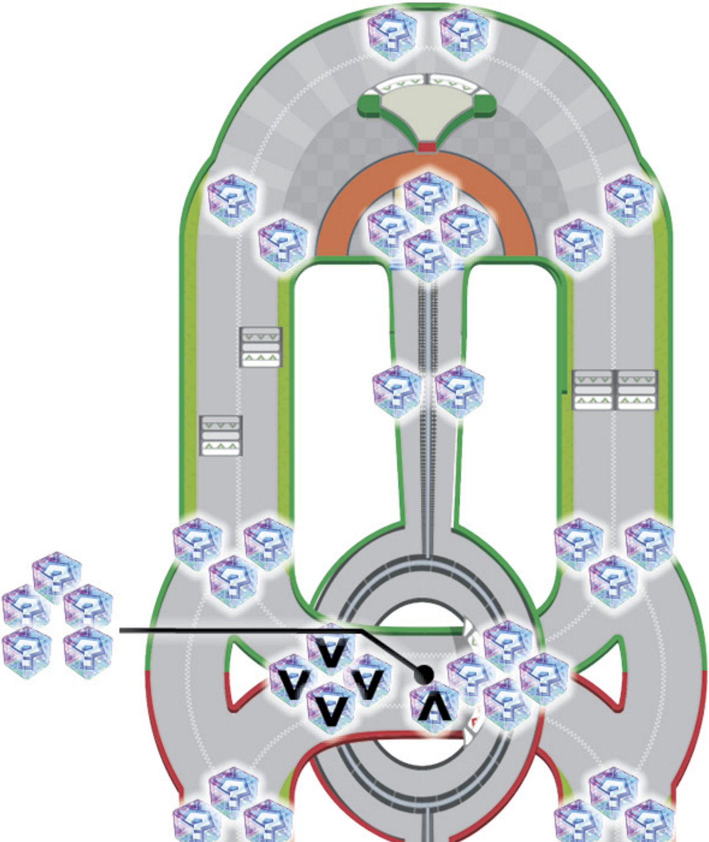


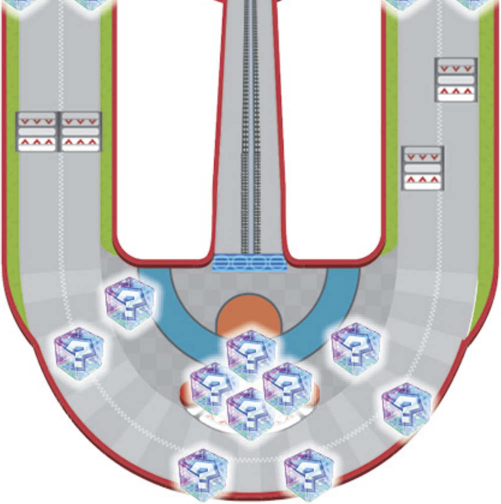


RENEGADE ROUNDUP

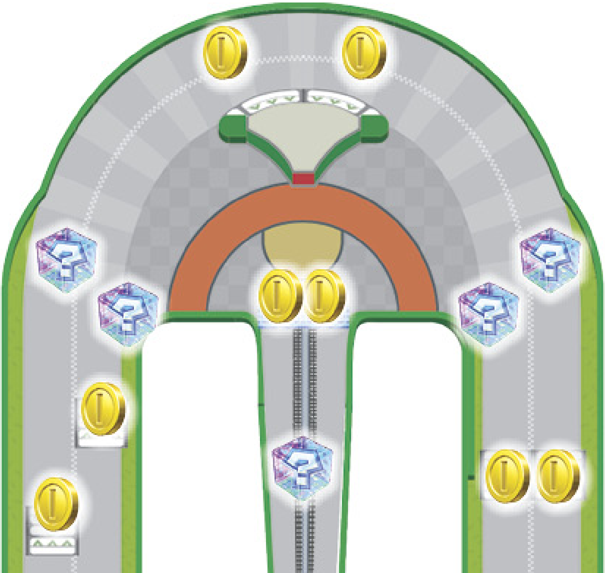


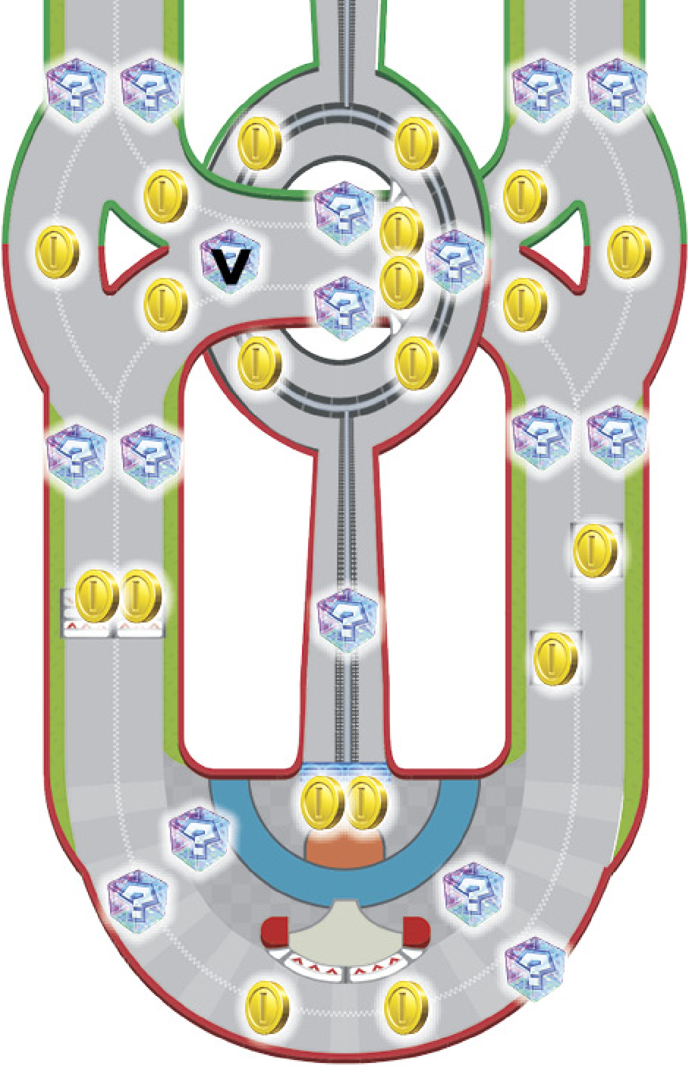
BOB-OMB BLAST

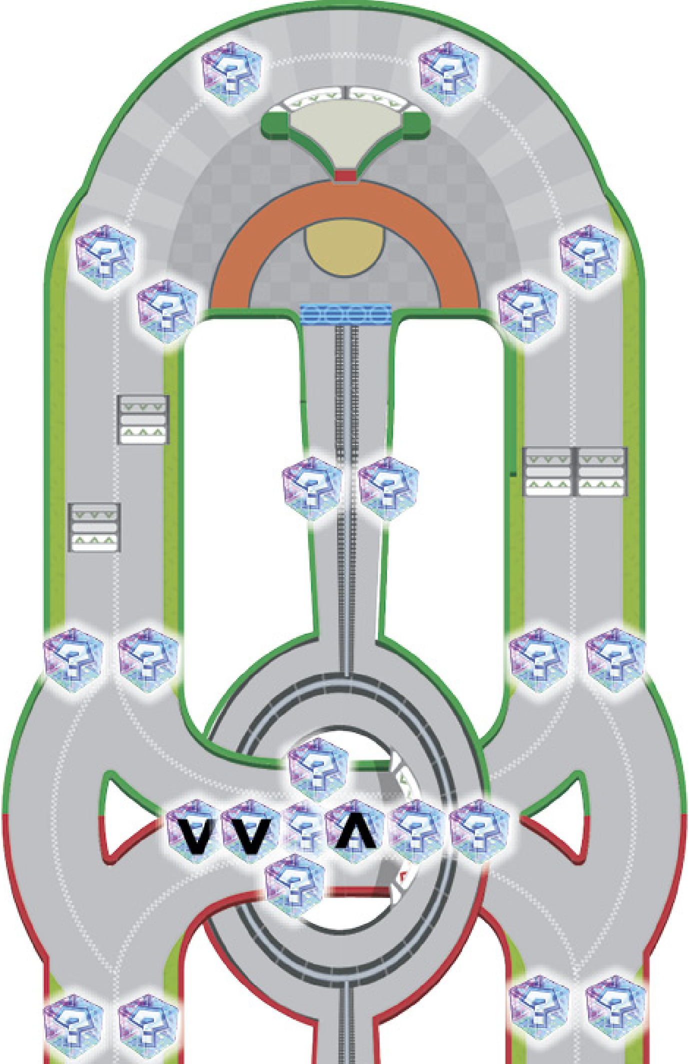


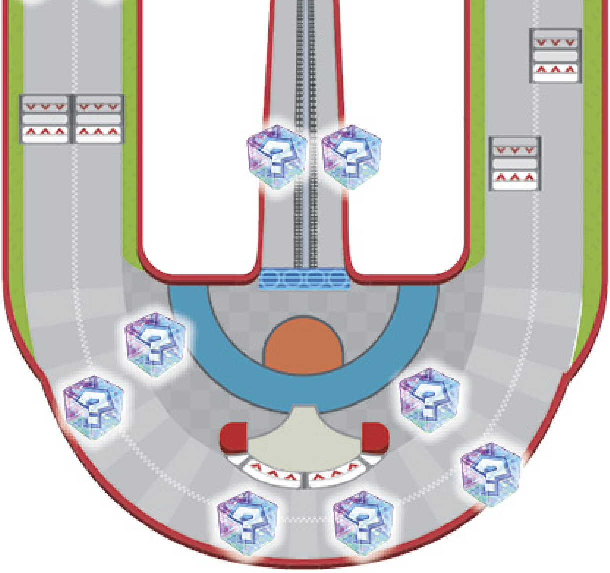


COIN RUNNERS

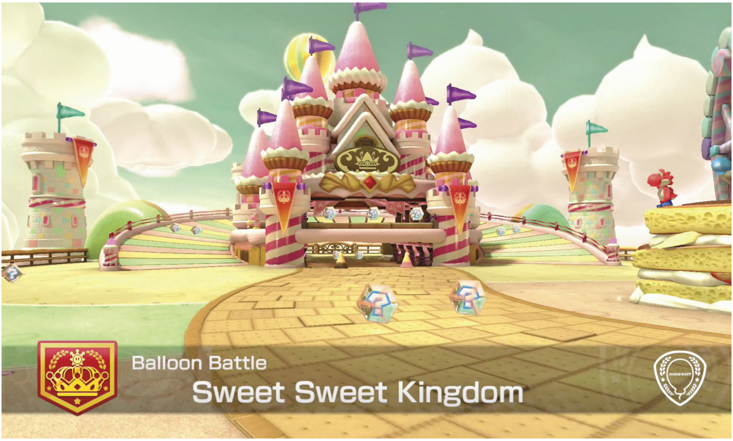




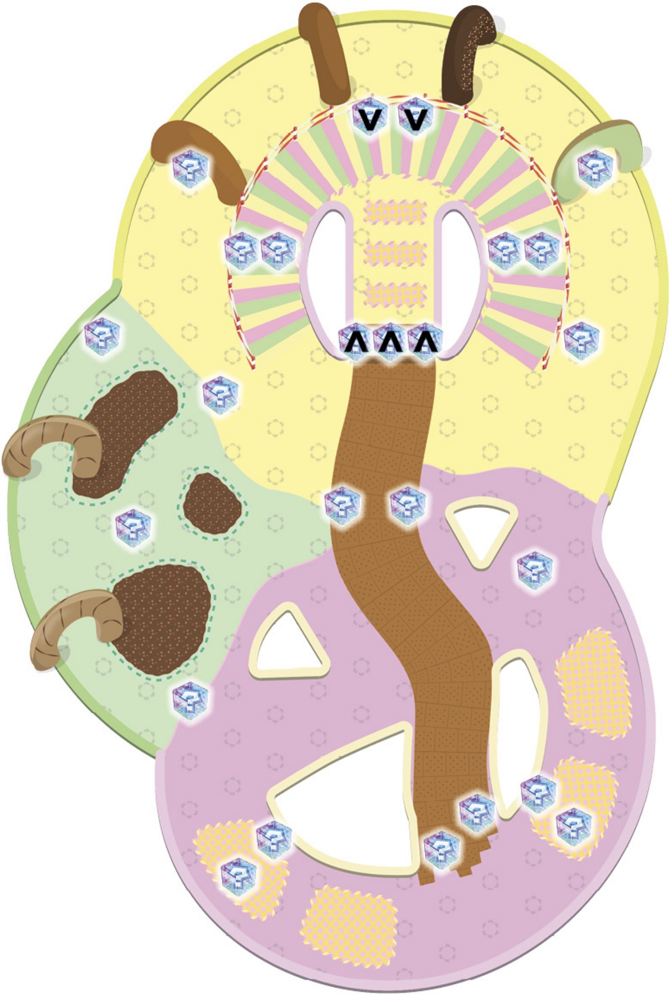


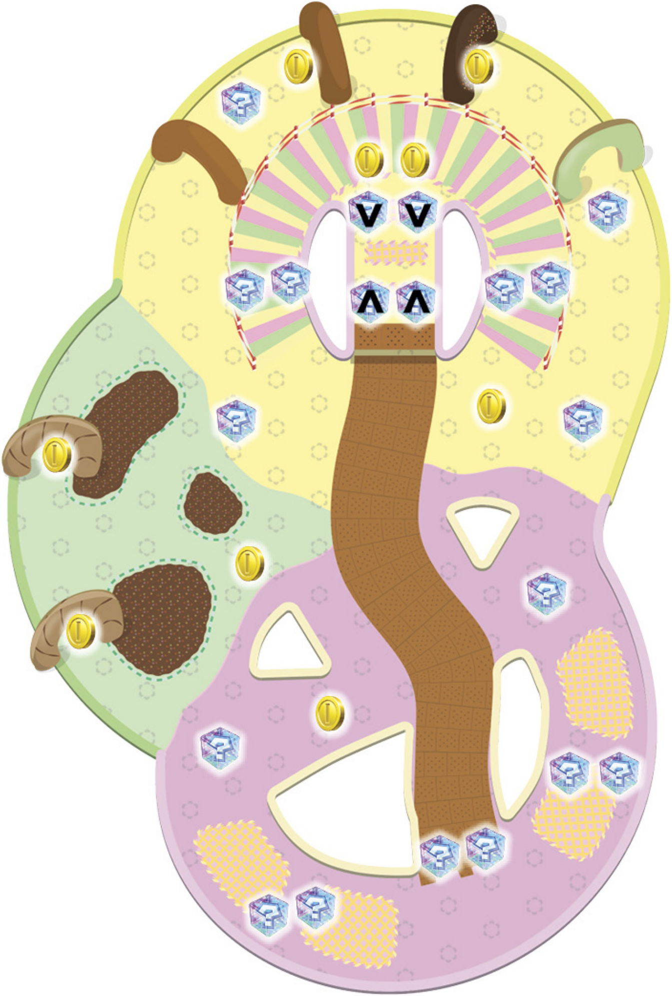


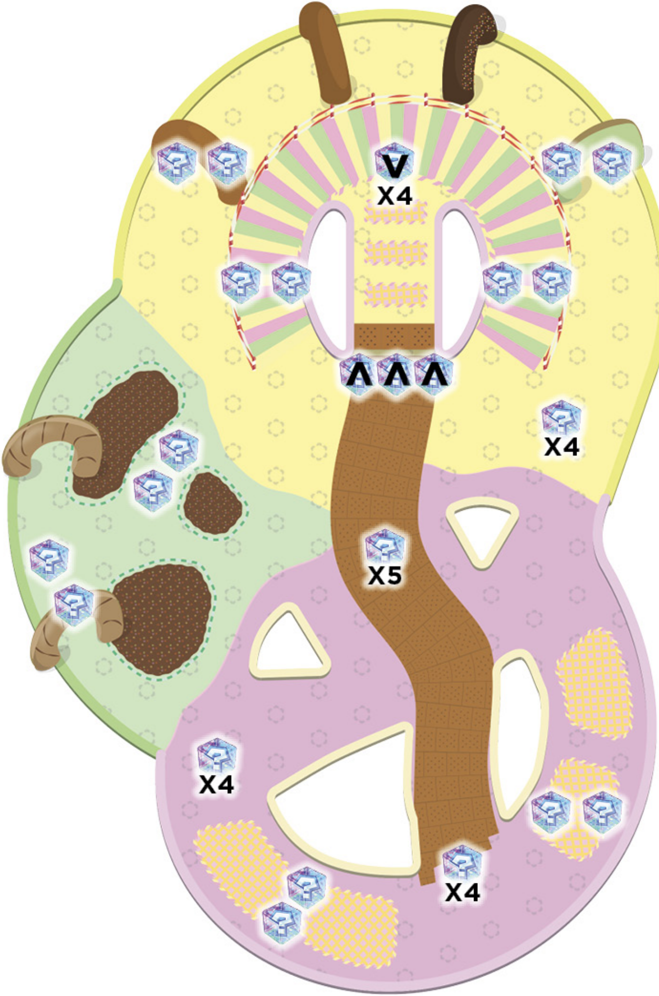
SWEET SWEET KINGDOM

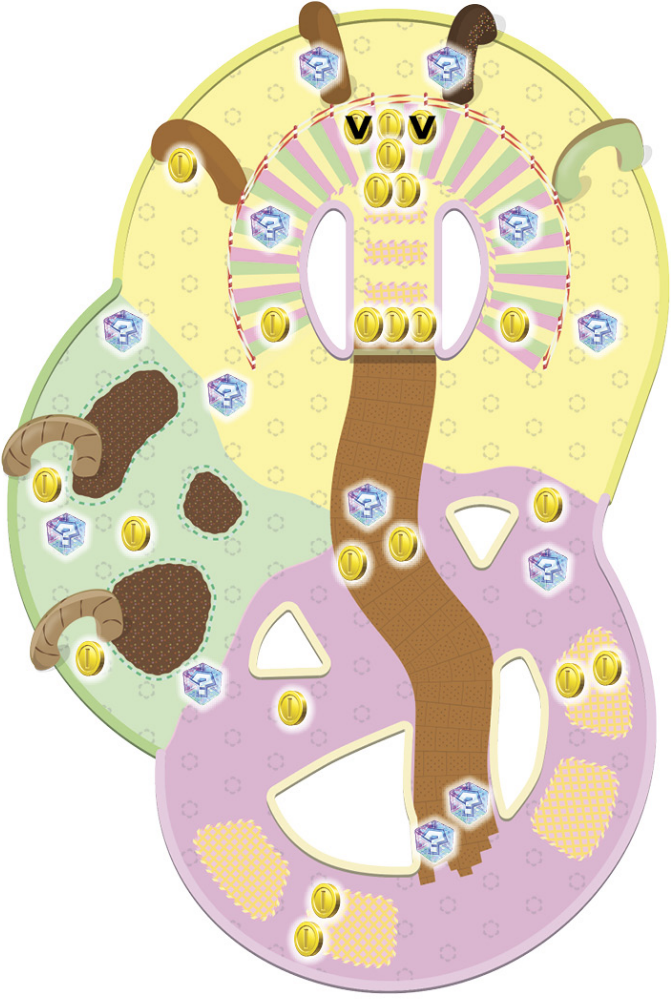


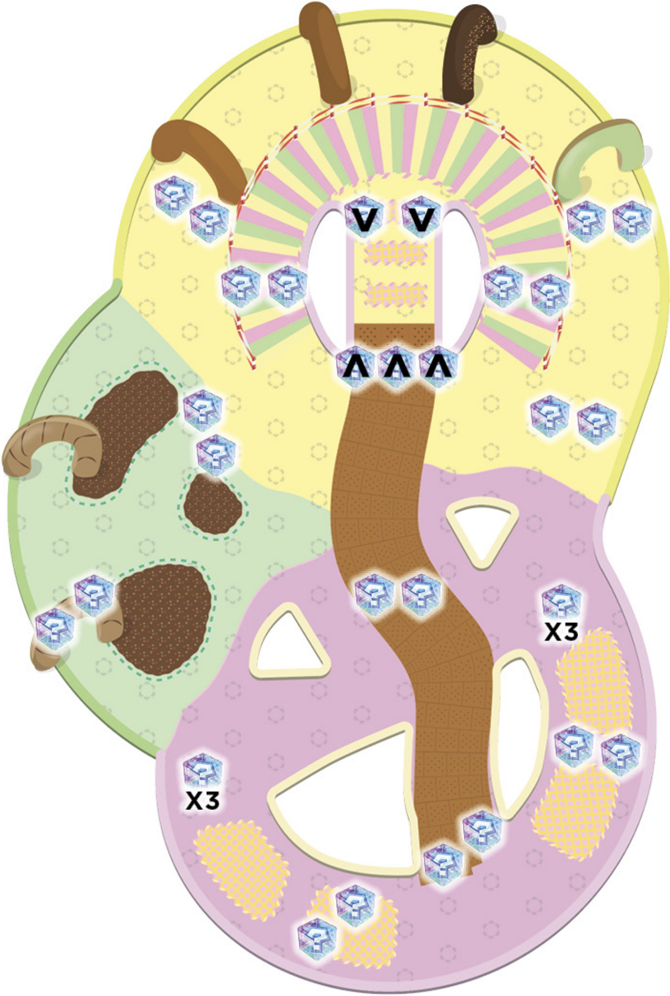
Sweet Sweet Kingdom is brimming with eye-catching junk food that may distract you from actually playing the game. This map is a bit on the small side, but like a bearclaw, it twists and turns in on itself allowing for crafty maneuvering and ambushing.









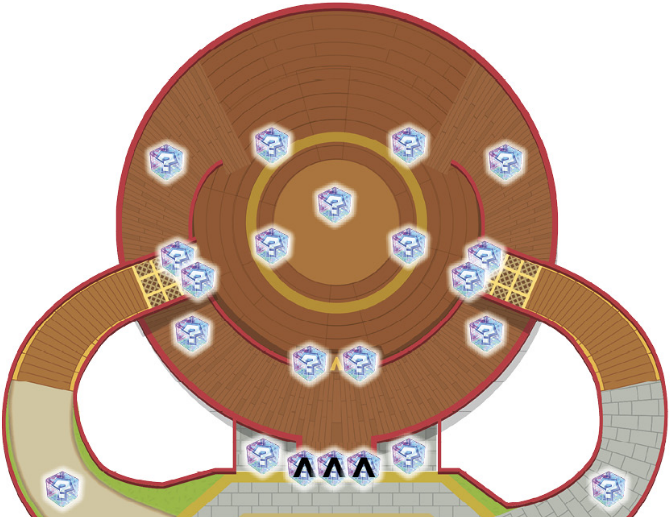


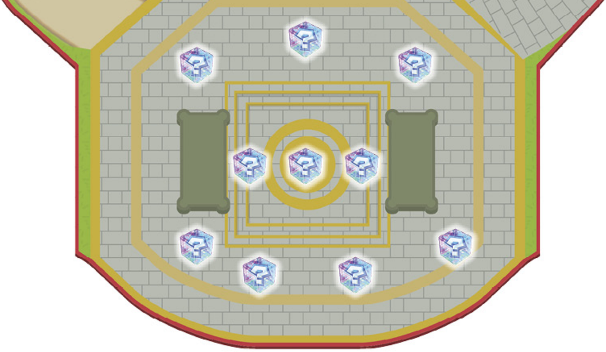
DRAGON PALACE

Balloon Battle
Dragon Palace

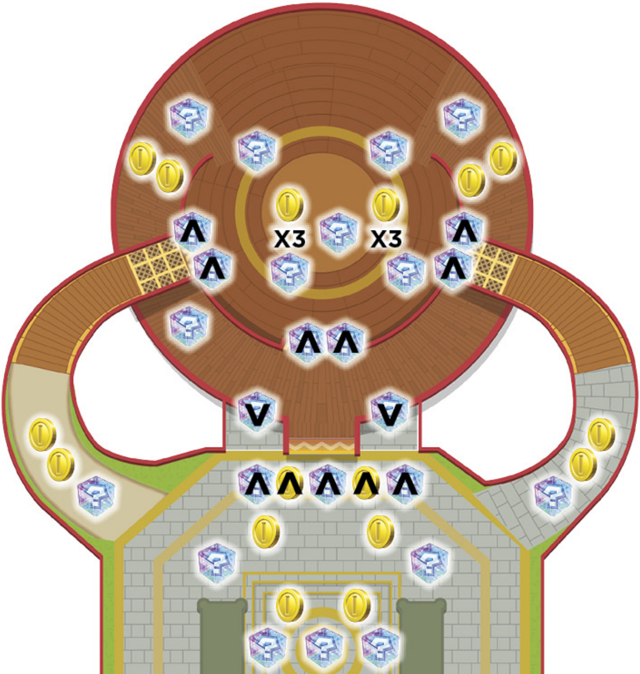
Dragon Palace is one of the more open maps in Battle Mode. The map is separated into two different zones: the inside of an ornate, scroll and lantern-decorated building and a courtyard laden with two dragon statues. You can easily escape the chaos of battle by moving to one of these sections and away from the other. There are also a number of ways to connect to and from the building, so you'll have little issue escaping or getting the drop on your opponents.

BALLOON BATTLE

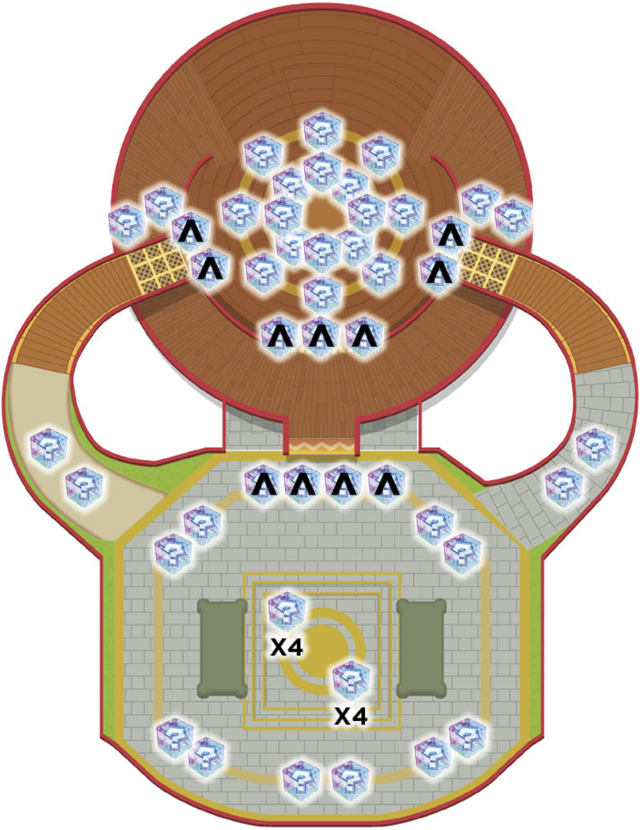




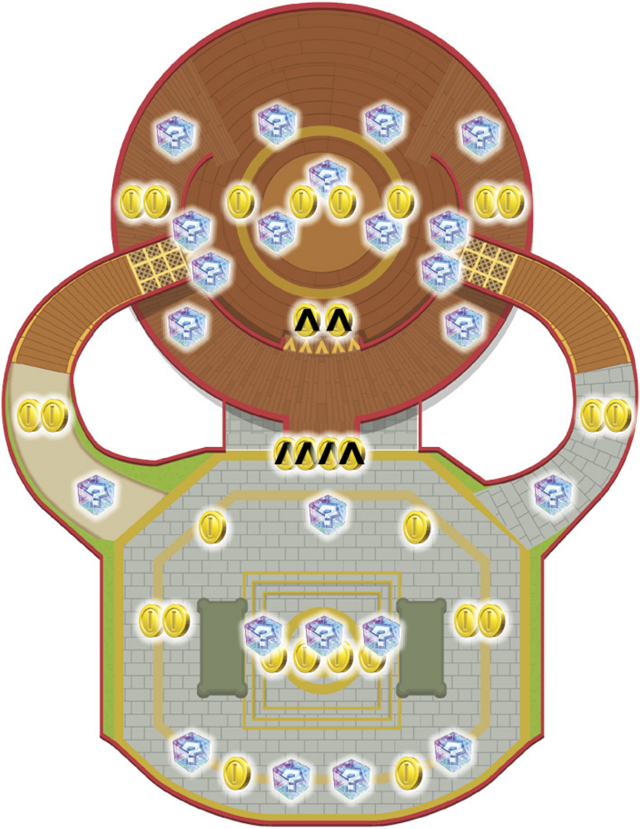
RENEGADE ROUNDUP



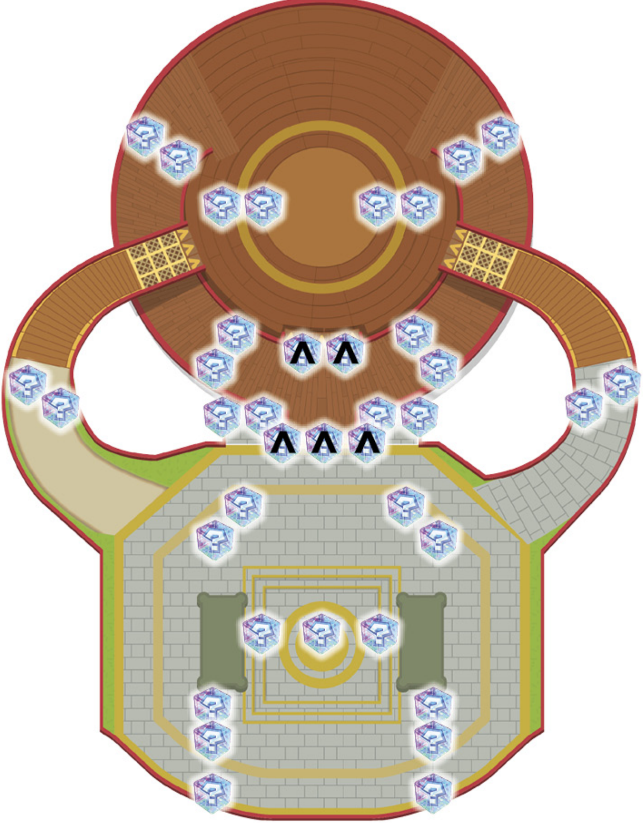
BOB-OMB BLAST



COIN RUNNERS



SHINE THIEF

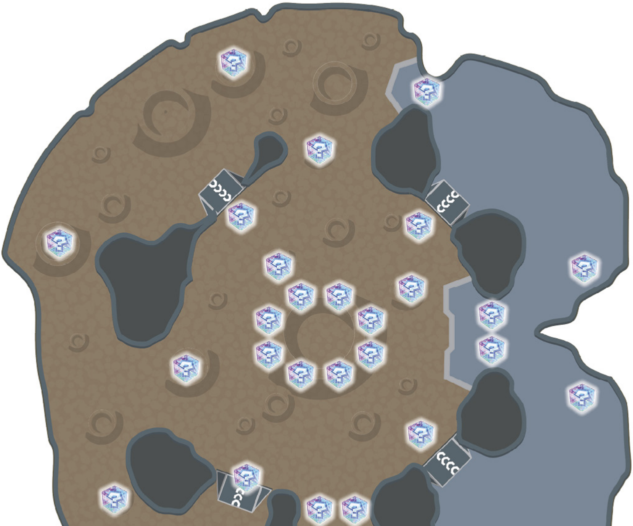


LUNAR COLONY

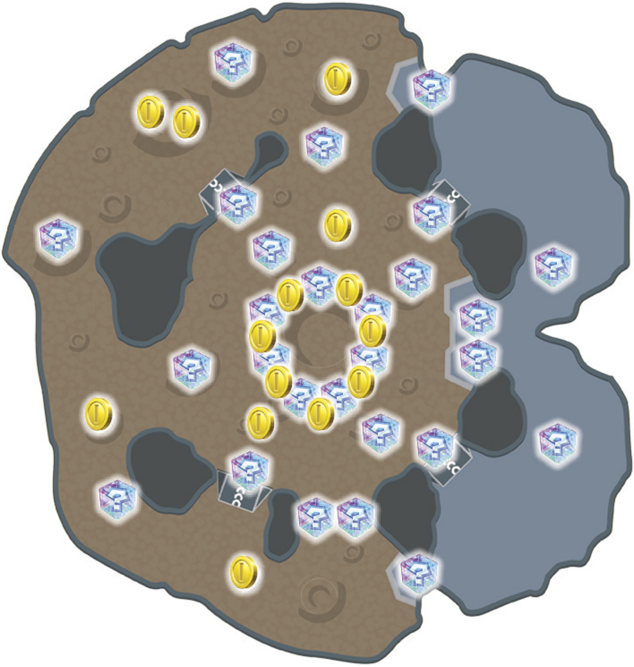
Balloon Battle
Lunar Colony

It’s Battle Mode on the Moon! While this map doesn’t have additional floors, it is absolutely loaded with ramps and craters that work as makeshift ramps. As if you were on the Moon itself, you’ll spend a good portion of your time flying through the air as you ride over crater after crater.

BALLOON BATTLE



RENEGADE ROUNDUP



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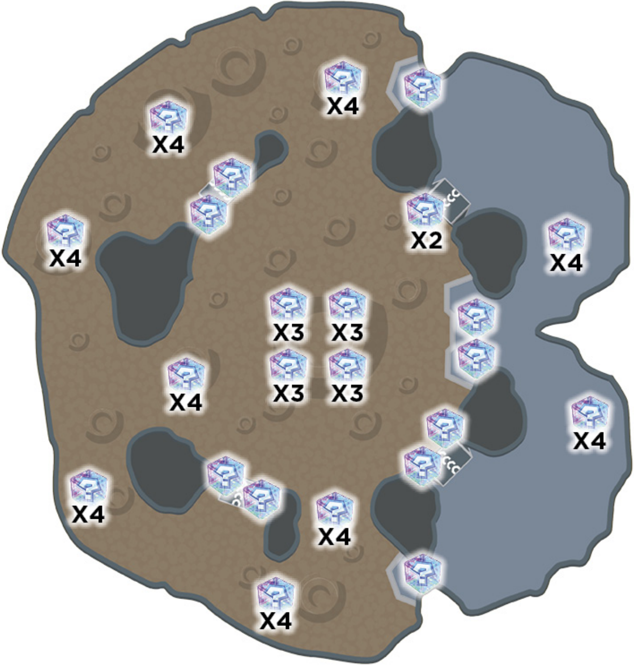
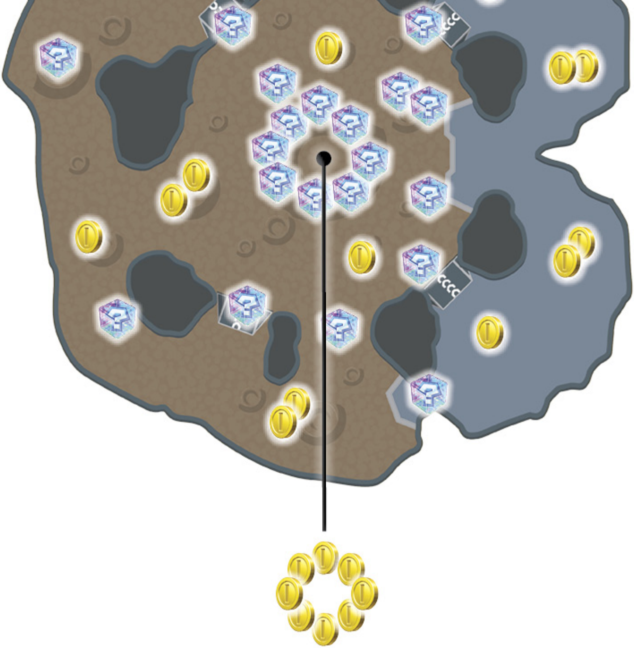
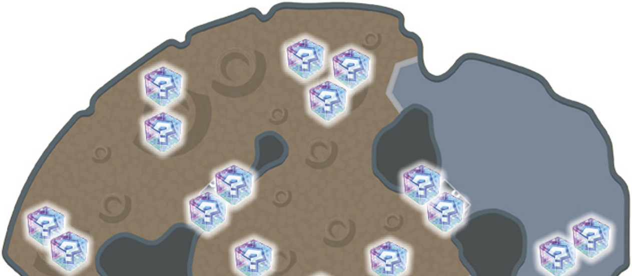
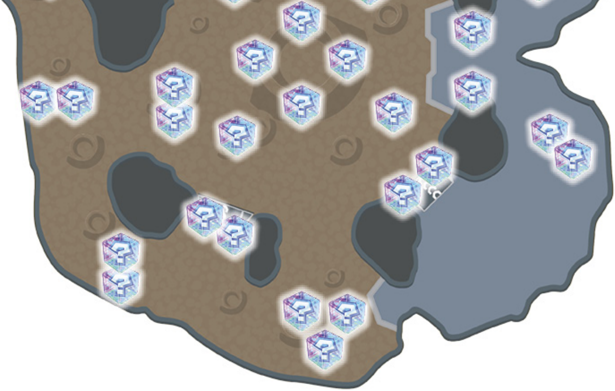


COIN RUNNERS

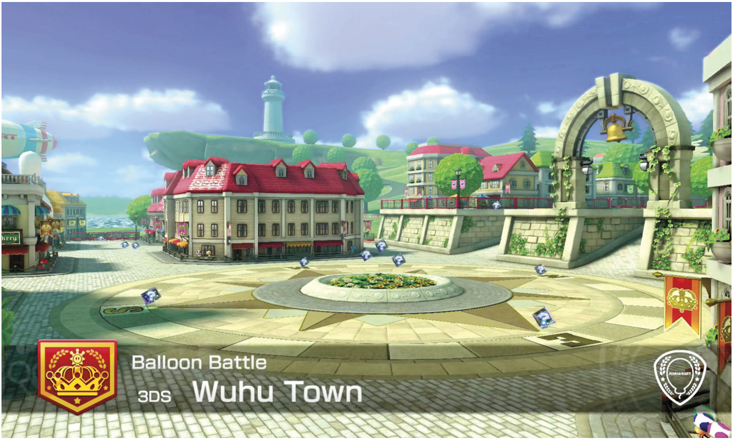


SHINE THIEF



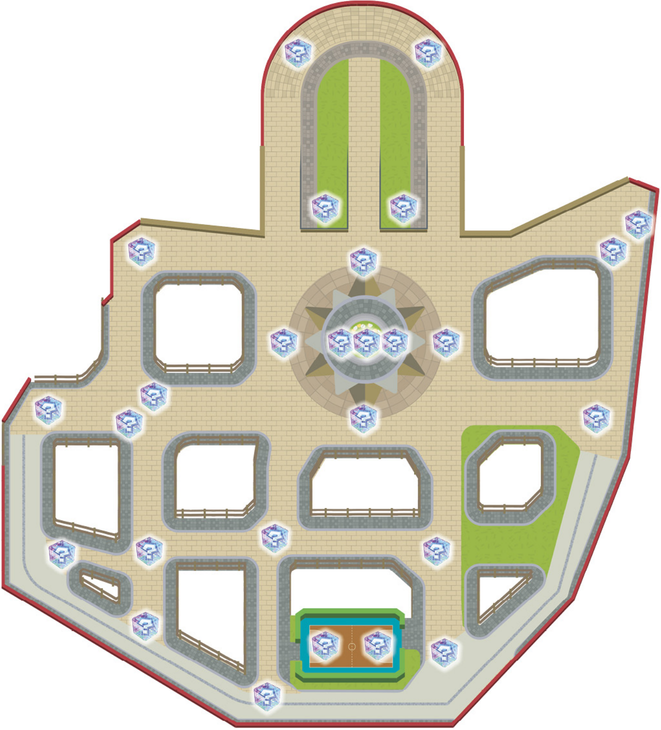


3DS WUHU TOWN

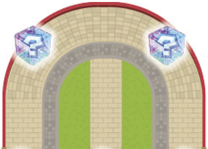


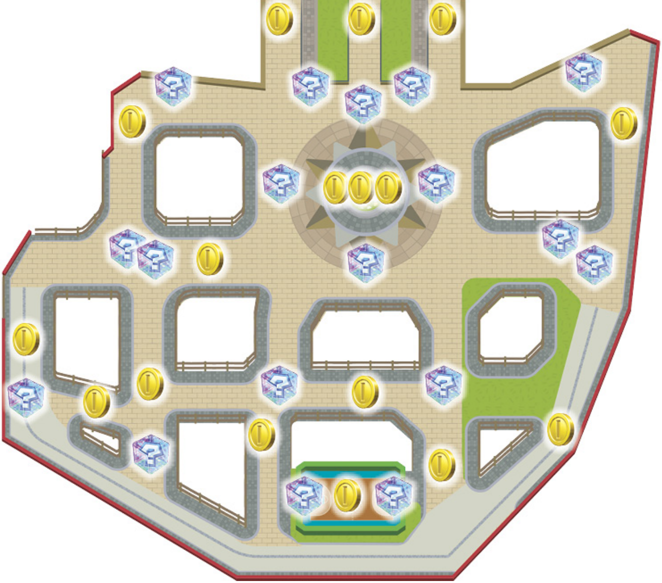
A block of a tropical town, Wuhu Town has plenty of alleys and shortcuts for you to breakaway from pursuers. You'll find a slew of items in the center of town and a platform overlooking that same center for those who want to fling items at passersby.

BALLOON BATTLE

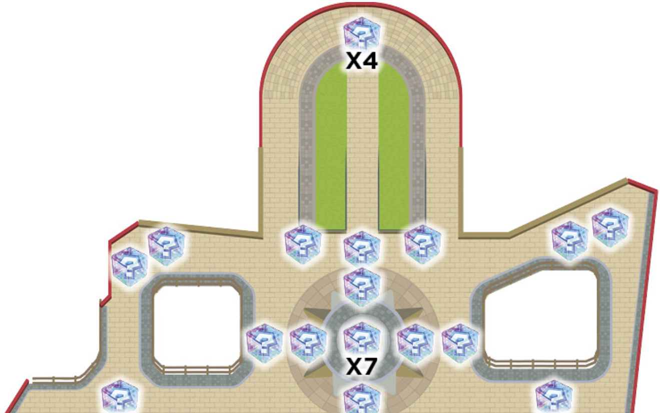


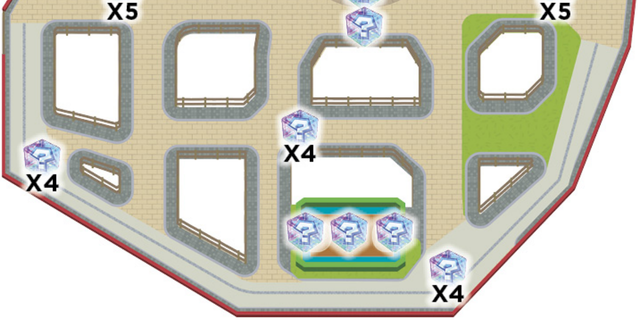
RENEGADE ROUNDUP



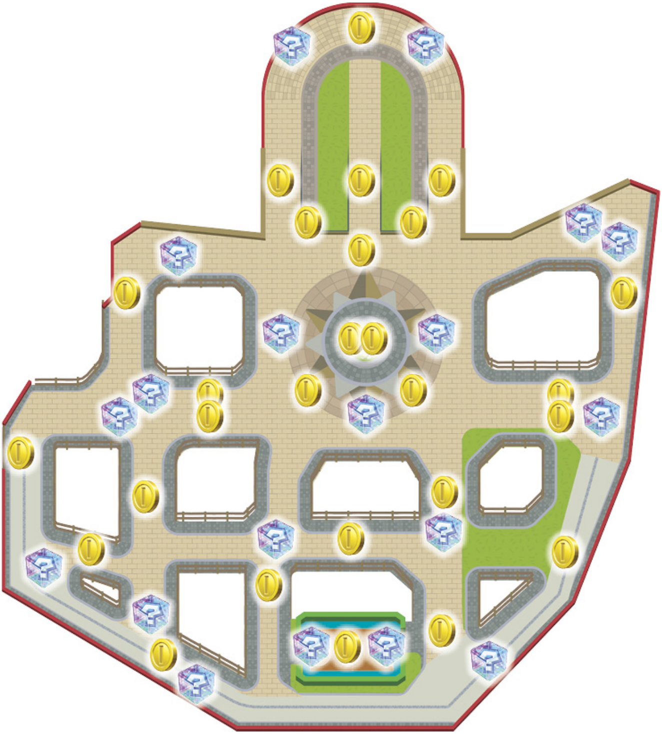


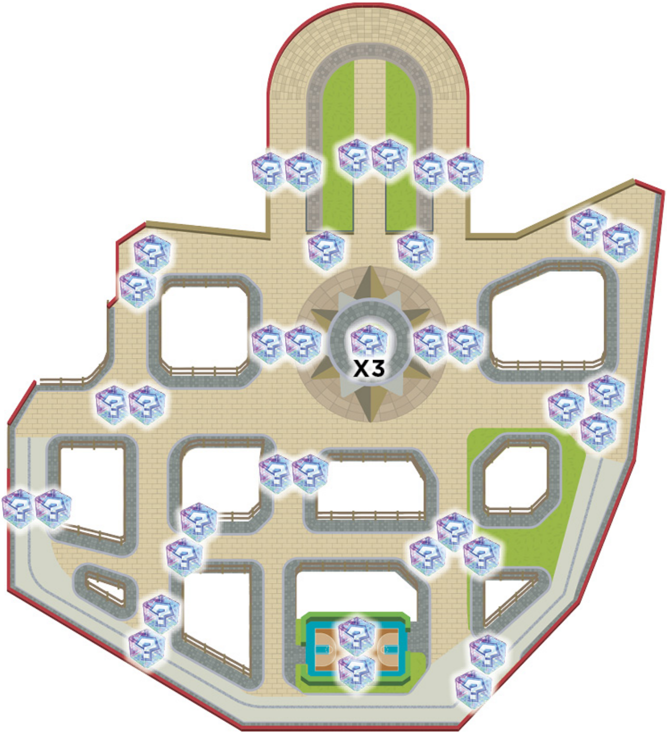
BOB-OMB BLAST





COIN RUNNERS





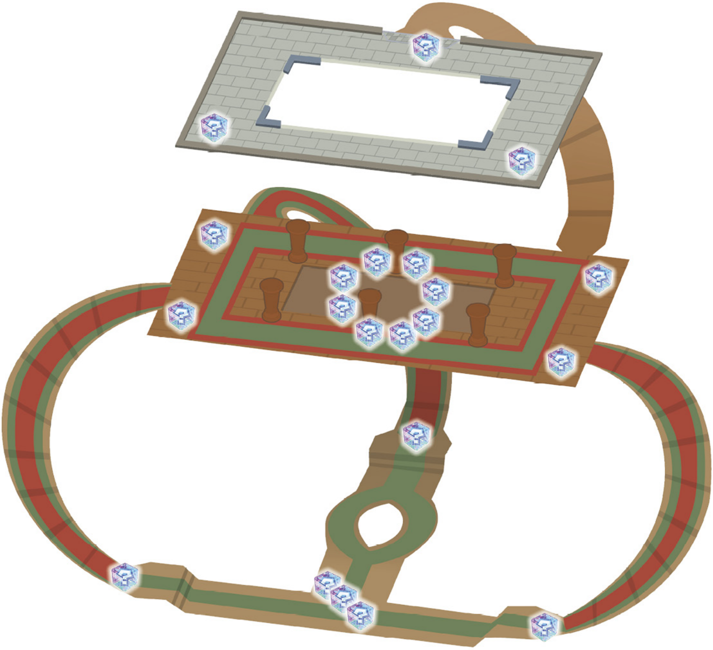
GCN LUIGI'S MANSION

Balloon Battle

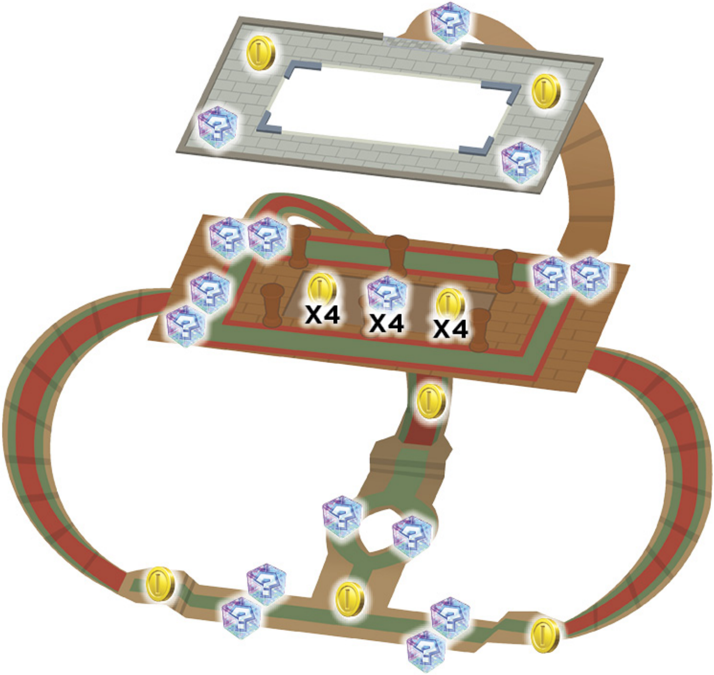
GCN Luigi's Mansion

While relatively ghost-free, Luigi's Mansion is giant three-tiered stage with plenty of room to chase and dodge. The main floor of this monstrous mansion is where all the chaos is undoubtedly going to breakout, as a large cluster of items litter its center and corners. If you'll feeling particularly cheeky, you can attempt to get the jump on foes by heading to the roof, grabbing an item and shooting it into the sunroof. If you're lucky, you may just hit another driver, danger-free.

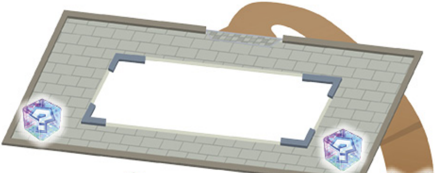
BALLOON BATTLE

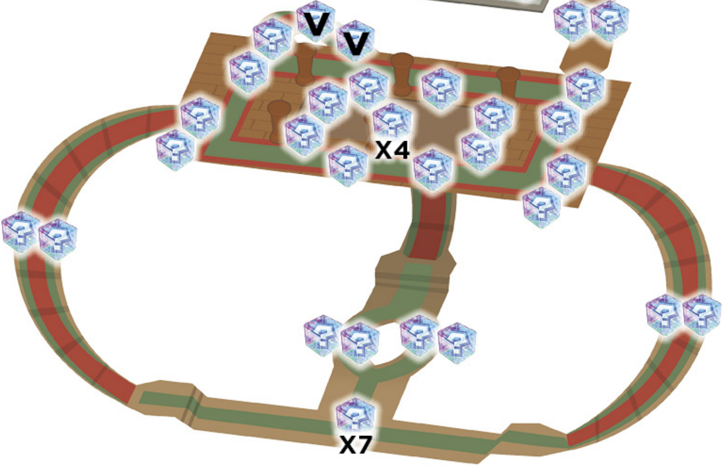


RENEGADE ROUNDUP

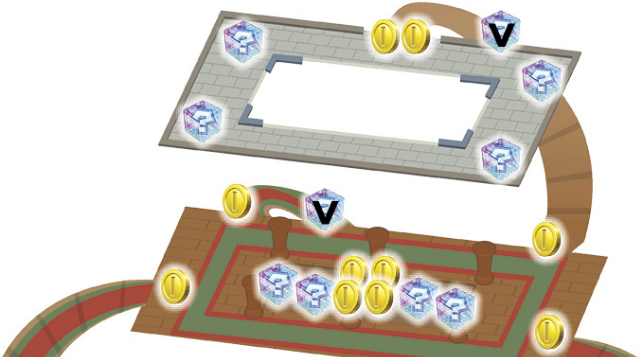


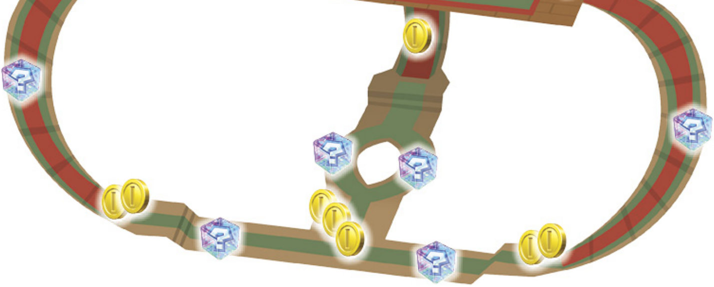
BOB-OMB BLAST



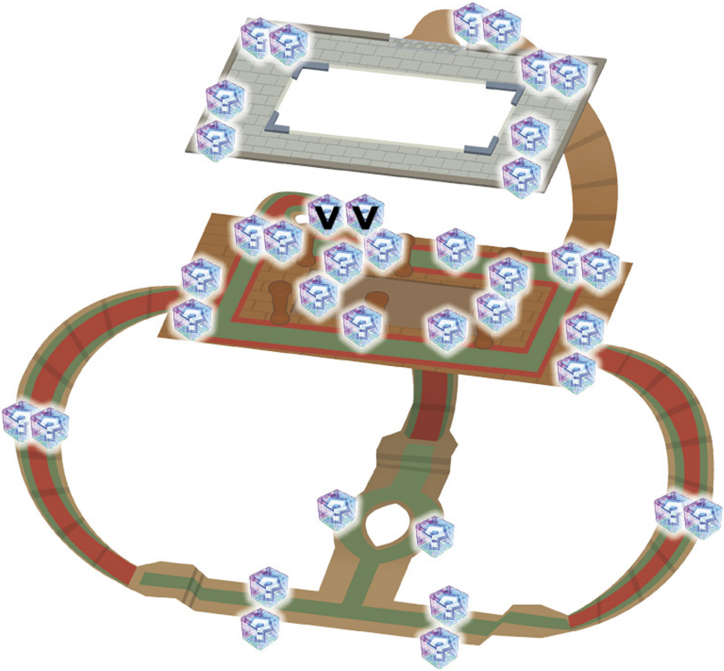


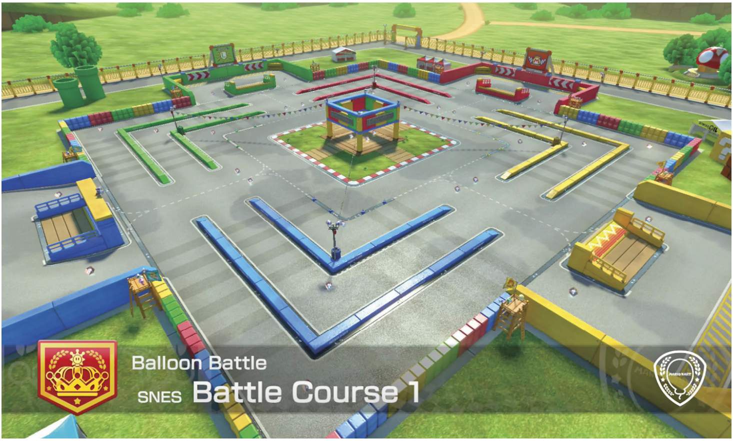
COIN RUNNERS





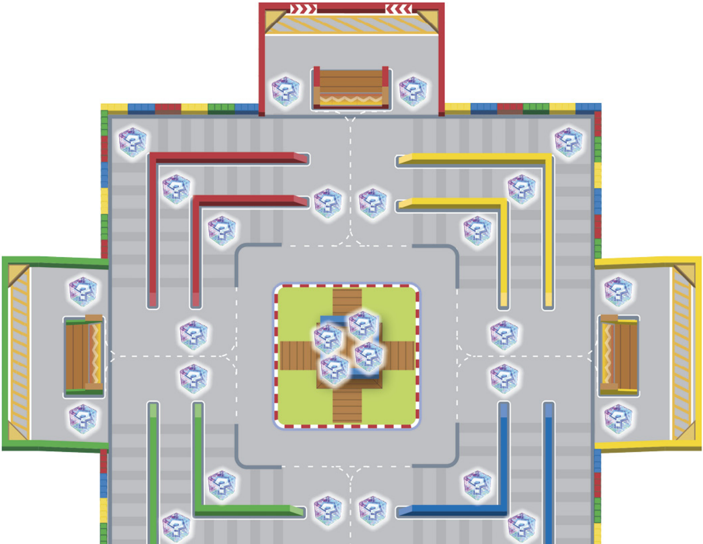
SHINE THIEF



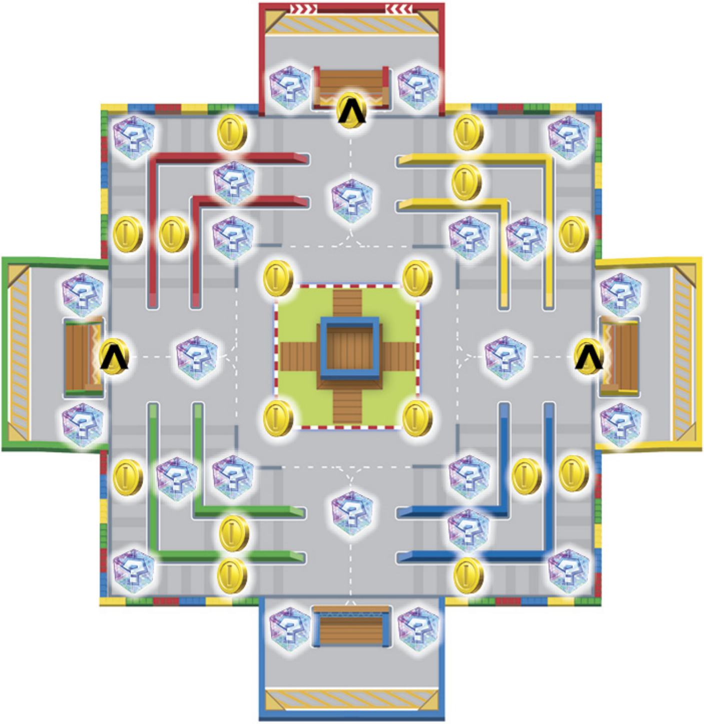


A course from the Battle Mode that started it all, Battle Course 1 is from the classic *Super Mario Kart* for the Super Nintendo Entertainment System and we never thought we'd say it, but it's good to take this trip down memory lane. The design of this course is undoubtedly the simplest of the eight-map suite, but it still manages to be a perfect map for battling it out with eleven other players.

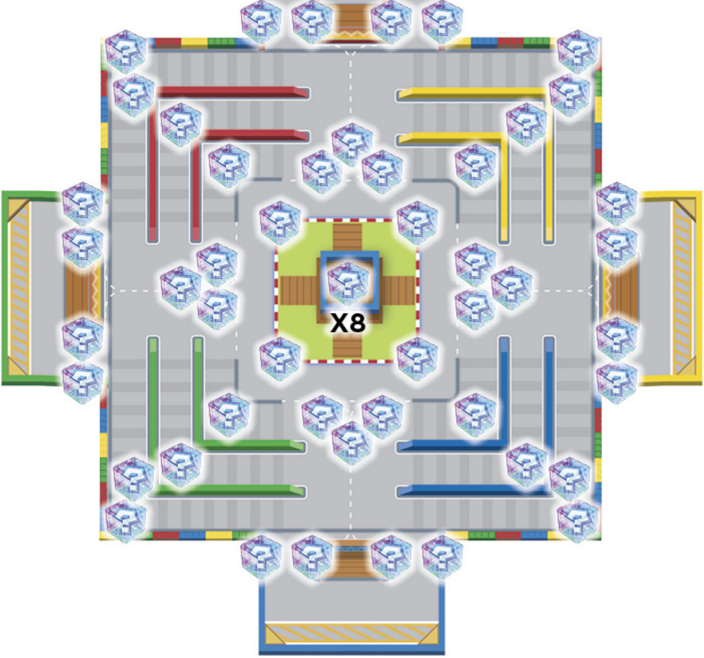
BALLOON BATTLE



RENEGADE ROUNDUP



BOB-OMB BLAST



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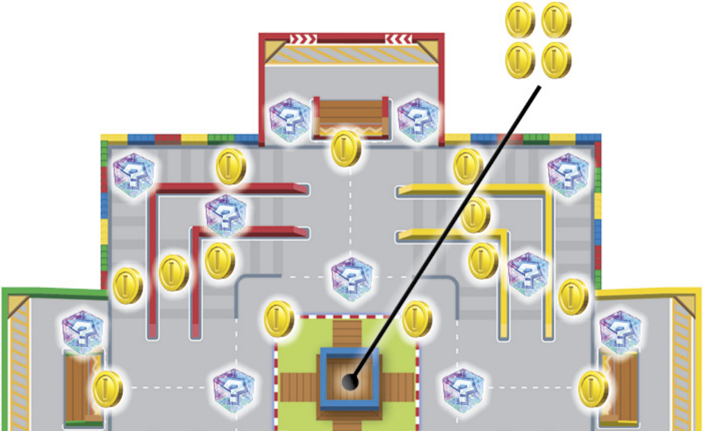

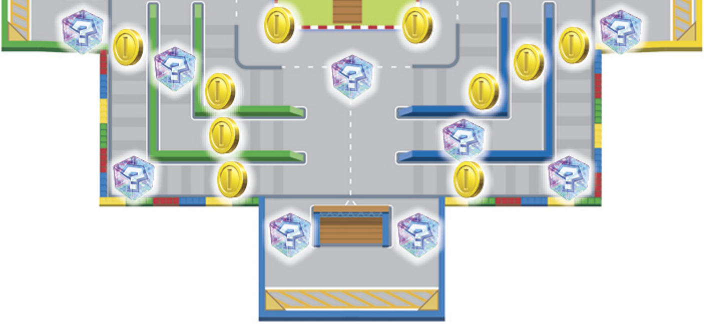

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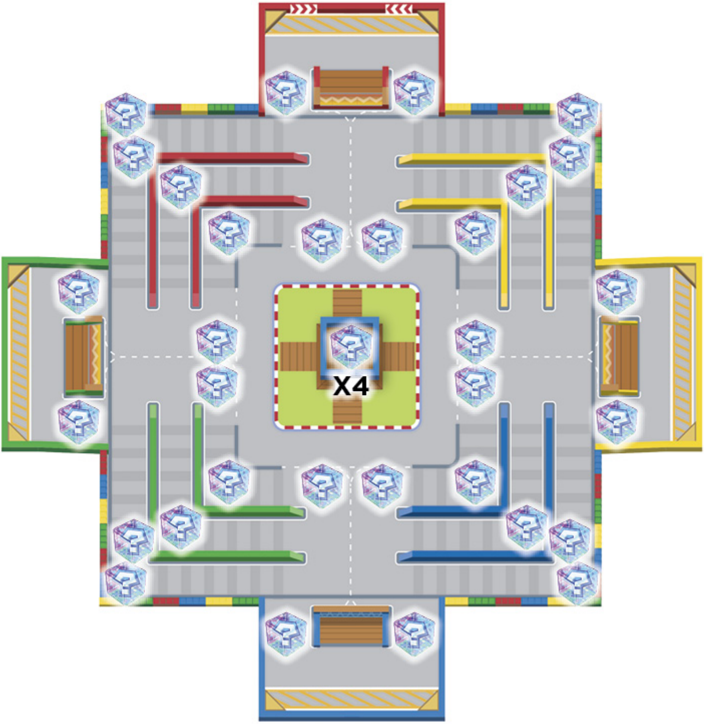
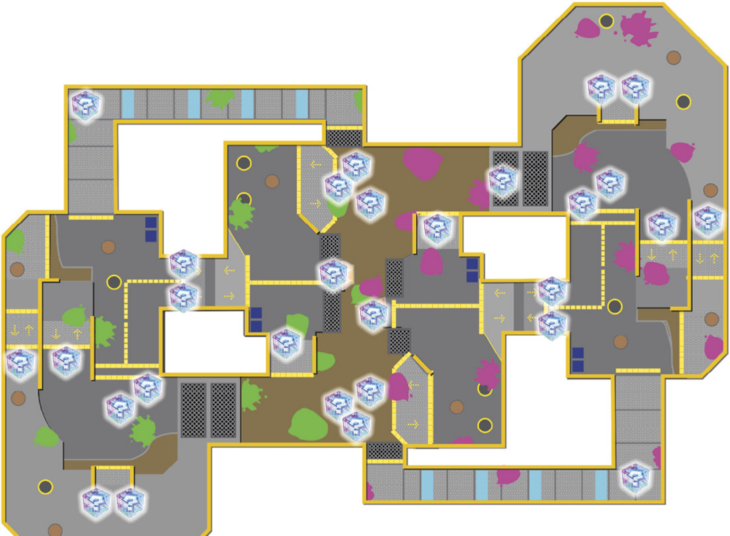


URCHIN UNDERPASS

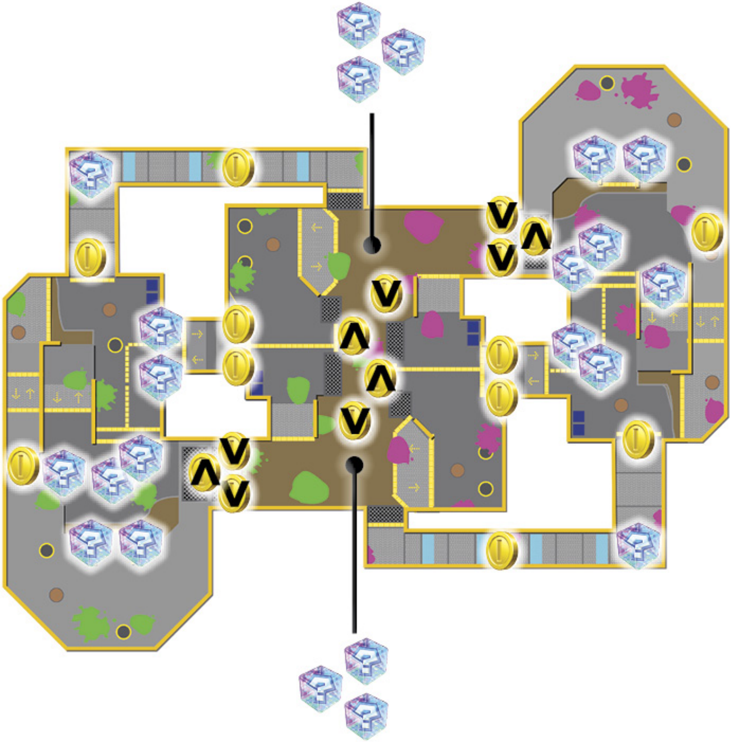
Balloon Battle
Urchin Underpass

Fans of *Splatoon* will immediately recognize this paint splattered arena known as the Urchin Underpass. This map looks more like a skatepark than anything we've seen out of *Mario Kart*, but it works oh so well! There are ramps and twists and turns in abundance, and expert drivers will have no problem navigating this stage to pursue or drop pursuing drivers.

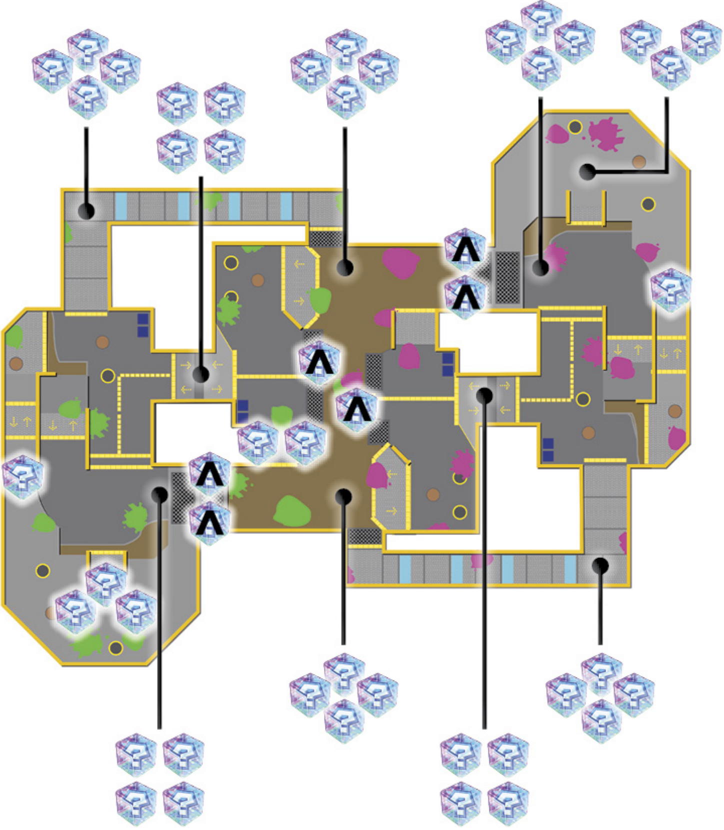
BALLOON BATTLE



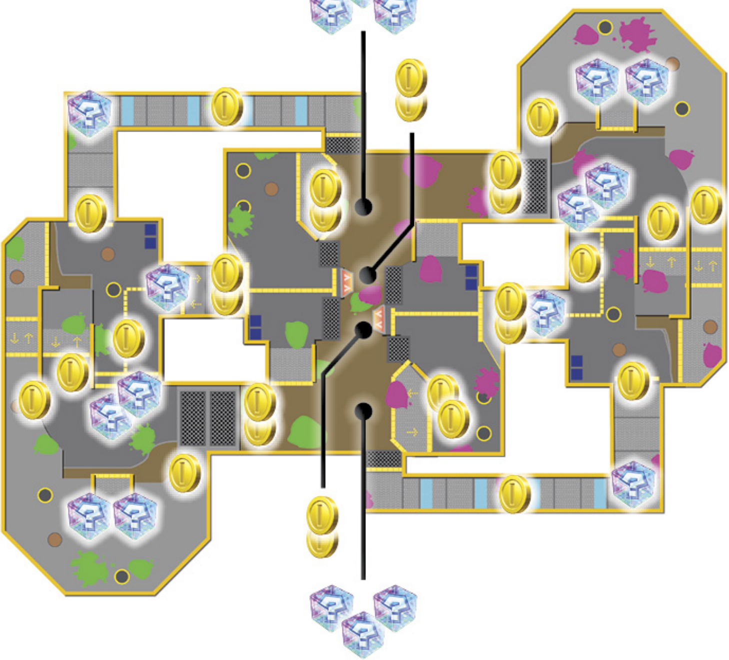
RENEGADE ROUNDUP



BOB-OMB BLAST



COIN RUNNERS



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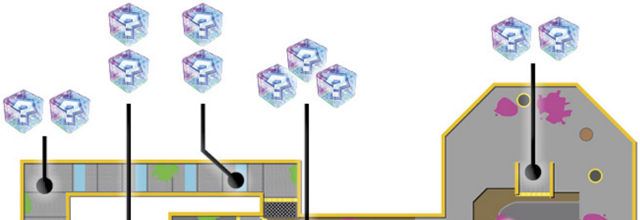
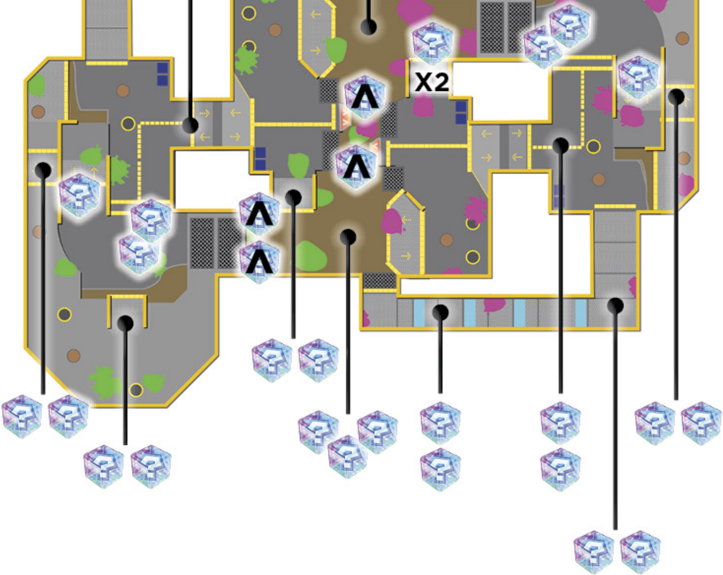
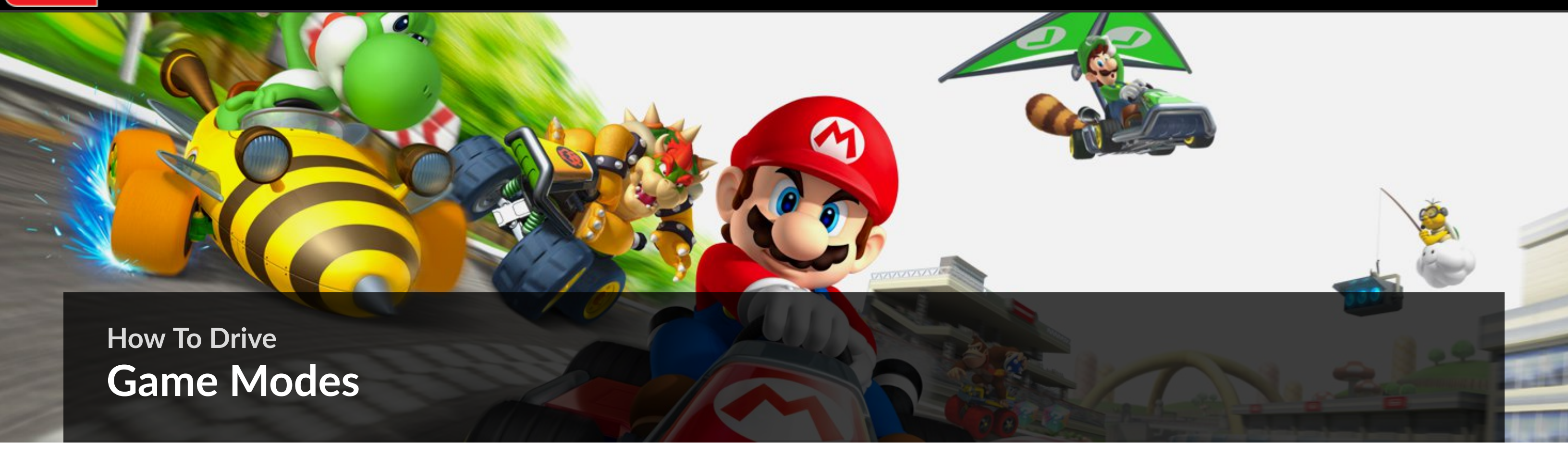




How To Drive

Introduction

Following the fine tradition of the games that came before it, *Mario Kart 8 Deluxe* has a robust selection of single-player and multiplayer game modes for kart racing fans to test their skills on the track with their favorite Nintendo characters!



Game Modes

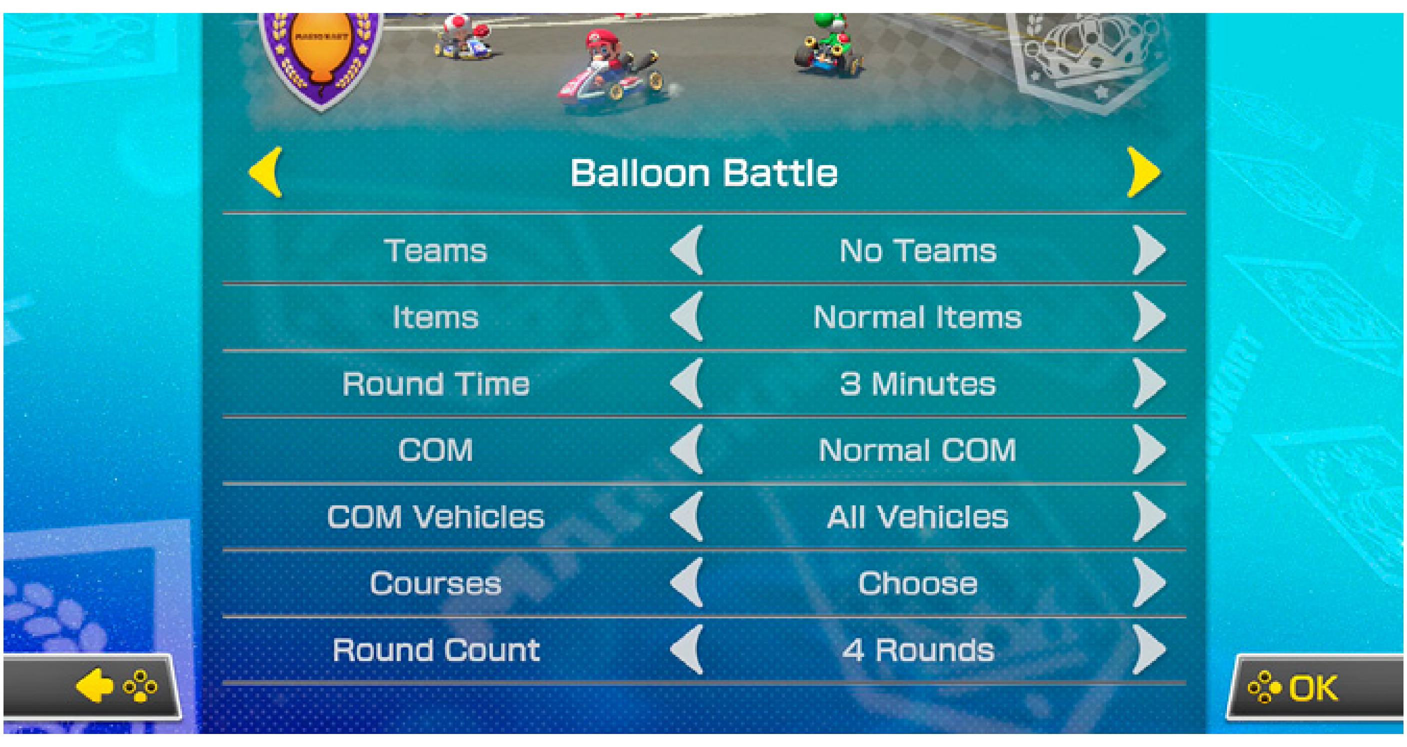
GRAND PRIX

With a whopping twelve cups with four tracks each, and with all speed classes open from the start to boot, *Mario Kart 8 Deluxe* pits twelve racers against each other in some of the wildest kart racing yet! Winning the cups and collecting Coins while racing will unlock new parts for vehicles. Completing all cups at the speed-demon-certified 200cc class will unlock a very special racer and kart.

TIME TRIAL

It's just you, the track, and the clock in Time Trial mode! Complete the course of your choice as fast as possible, collecting Coins early to reach maximum speed while taking the most efficient racing lines you can. Time Trials don't have Item Boxes, but you'll start with Triple Mushrooms, a vital tool for using shortcuts to shave seconds off in the quest for new records. Compete against your own times and ghost data, upload your data for others to see, battle ghost data straight from the pros at Nintendo, and against ghost data from friends online.

BATTLE MODE



Balloon Battle

Teams No Teams

Items Normal Items

Round Time 3 Minutes

COM Normal COM

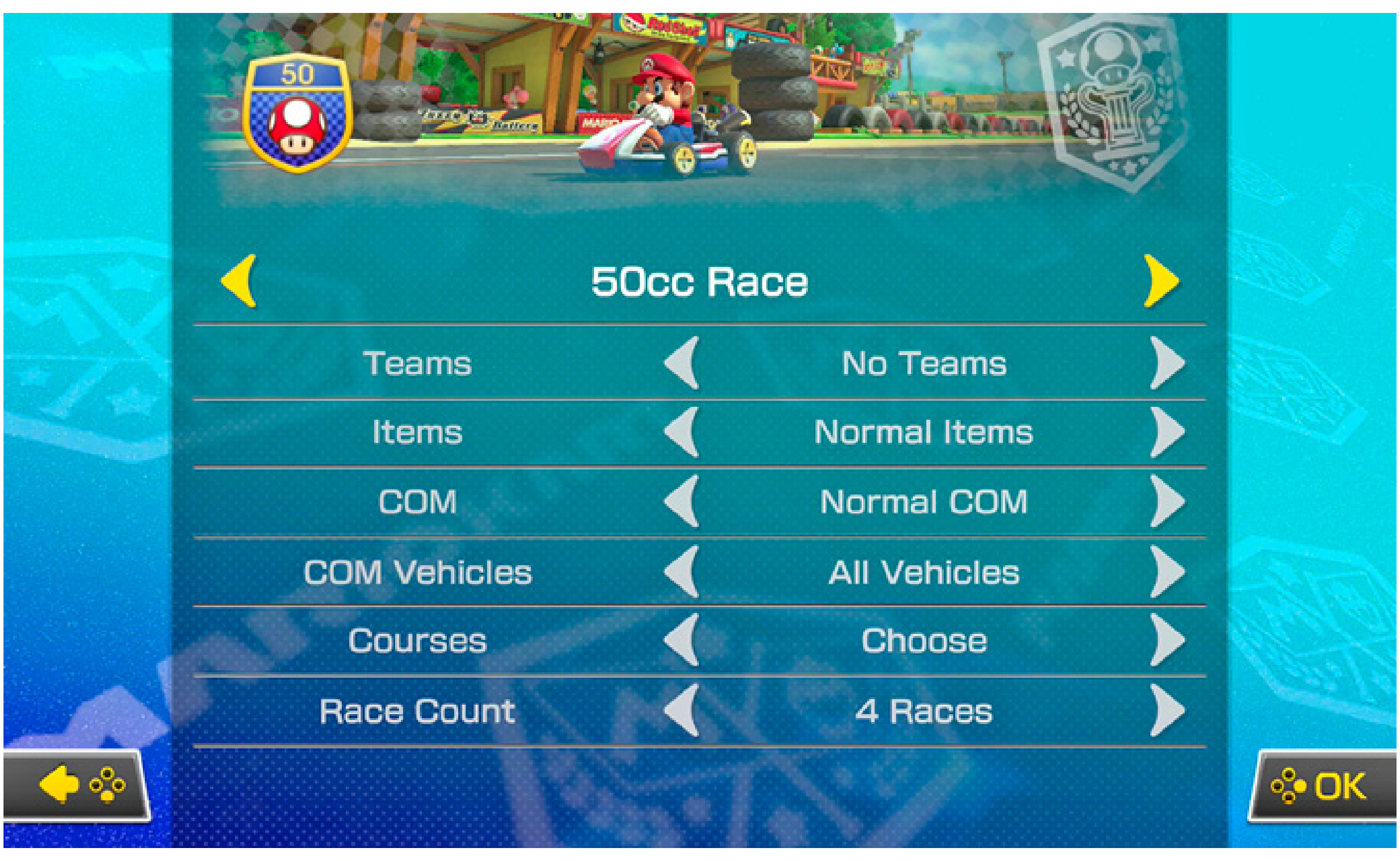
COM Vehicles All Vehicles

Courses Choose

Round Count 4 Rounds

Battle Mode has five ferocious modes spanning eight arena-style tracks. In addition to the classic Balloon Battle, there's the cops-and-robbers Renegade Roundup mode, the explosive Bob-omb Blast, competitive Coin collection in Coin Runners, and a kind of chase-the-leader mode with Shine Thief.

VS RACE



50cc Race

Teams No Teams

Items Normal Items

COM Normal COM

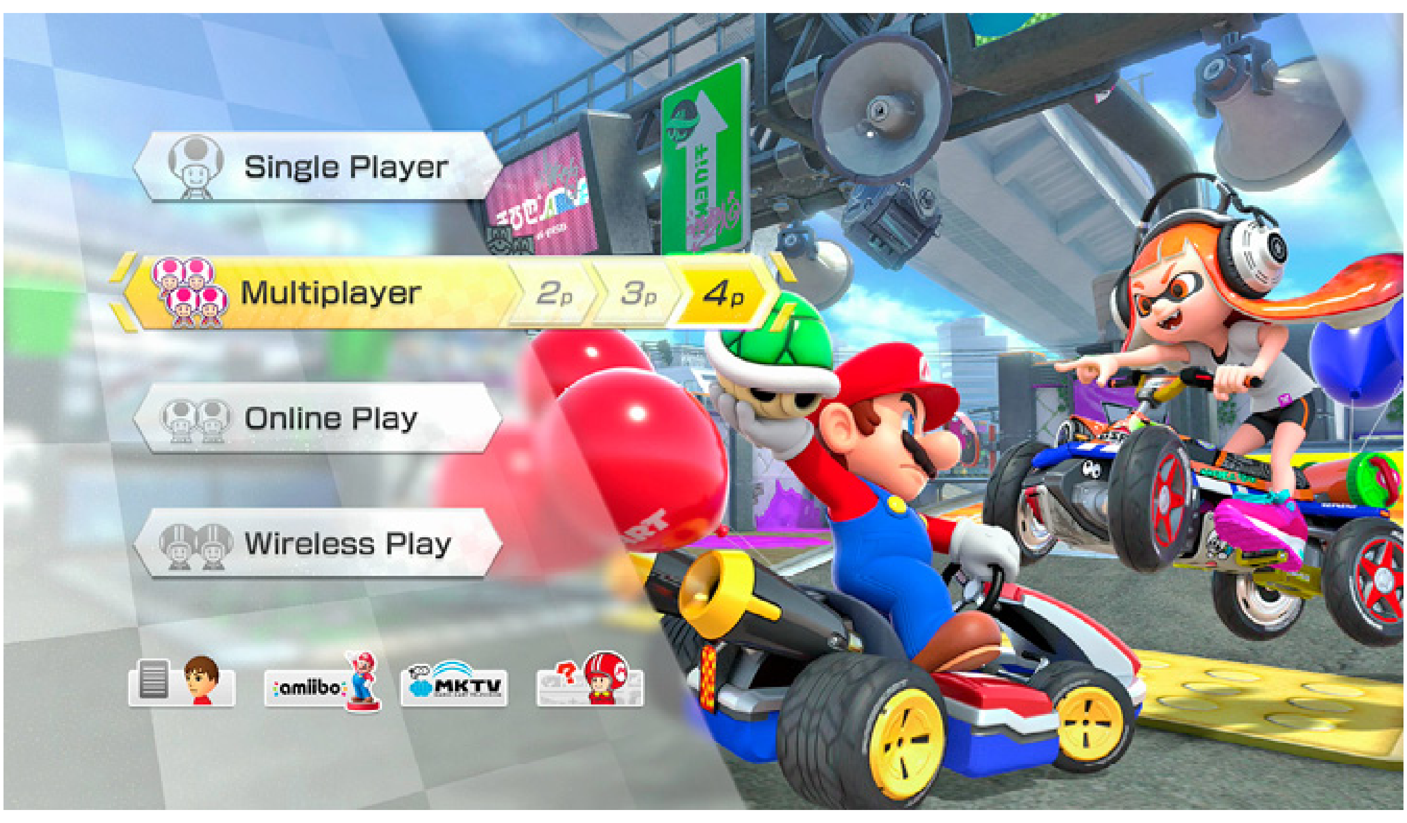
COM Vehicles All Vehicles

Courses Choose

Race Count 4 Races

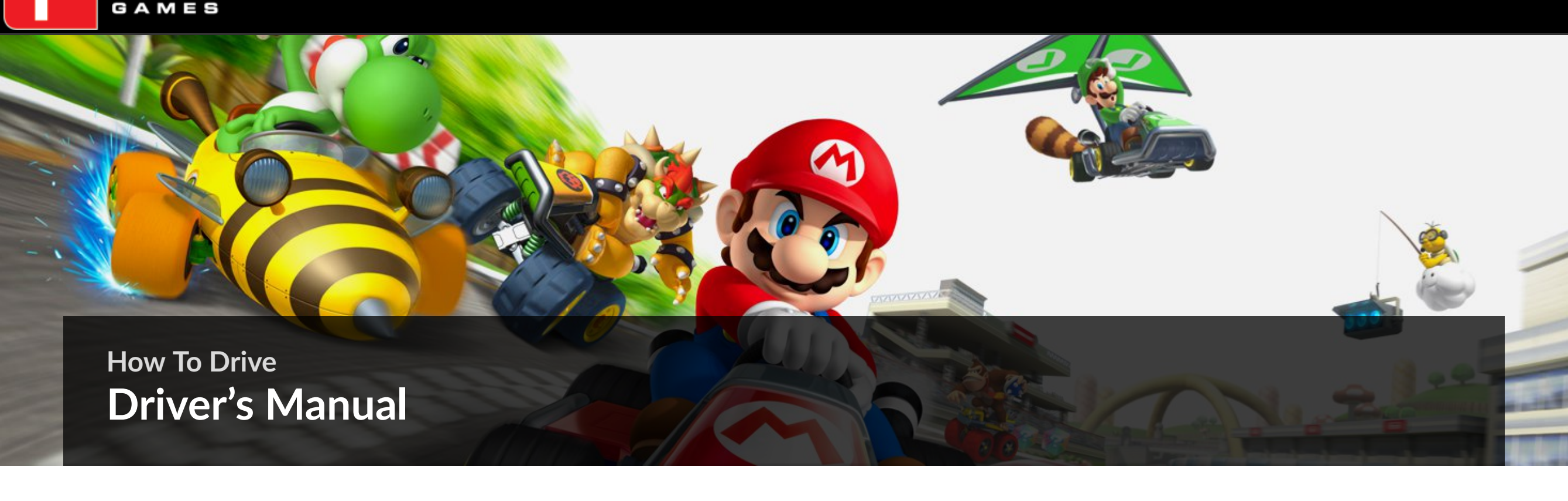
Race the way you want to, turn off items you don't want to deal with, and set up your own cup to race the computer racers or your friends!

MULTIPLAYER



Mario Kart 8 Deluxe on Nintendo Switch offers unprecedented multiplayer flexibility. In a first for the series, and for any major game really, the console can instantly become a split-screen multiplayer tabletop setup for two people, using Joy-Con (L) and Joy-Con (R) held sideways, like SNES pads. If you want to play this way on the go, pack the Joy-Con wrist straps—they really help a lot for holding the controller sideways and for pushing SL and SR for items, hopping, and drifting. Two players can even get online together this way over wifi! What's more, groups of friends with multiple Switch systems and game copies can network up to 12 consoles together for local multiplayer. (There's a lot of variability: 12 players max, 12 Switches networked together max, and two players max per Switch console.)

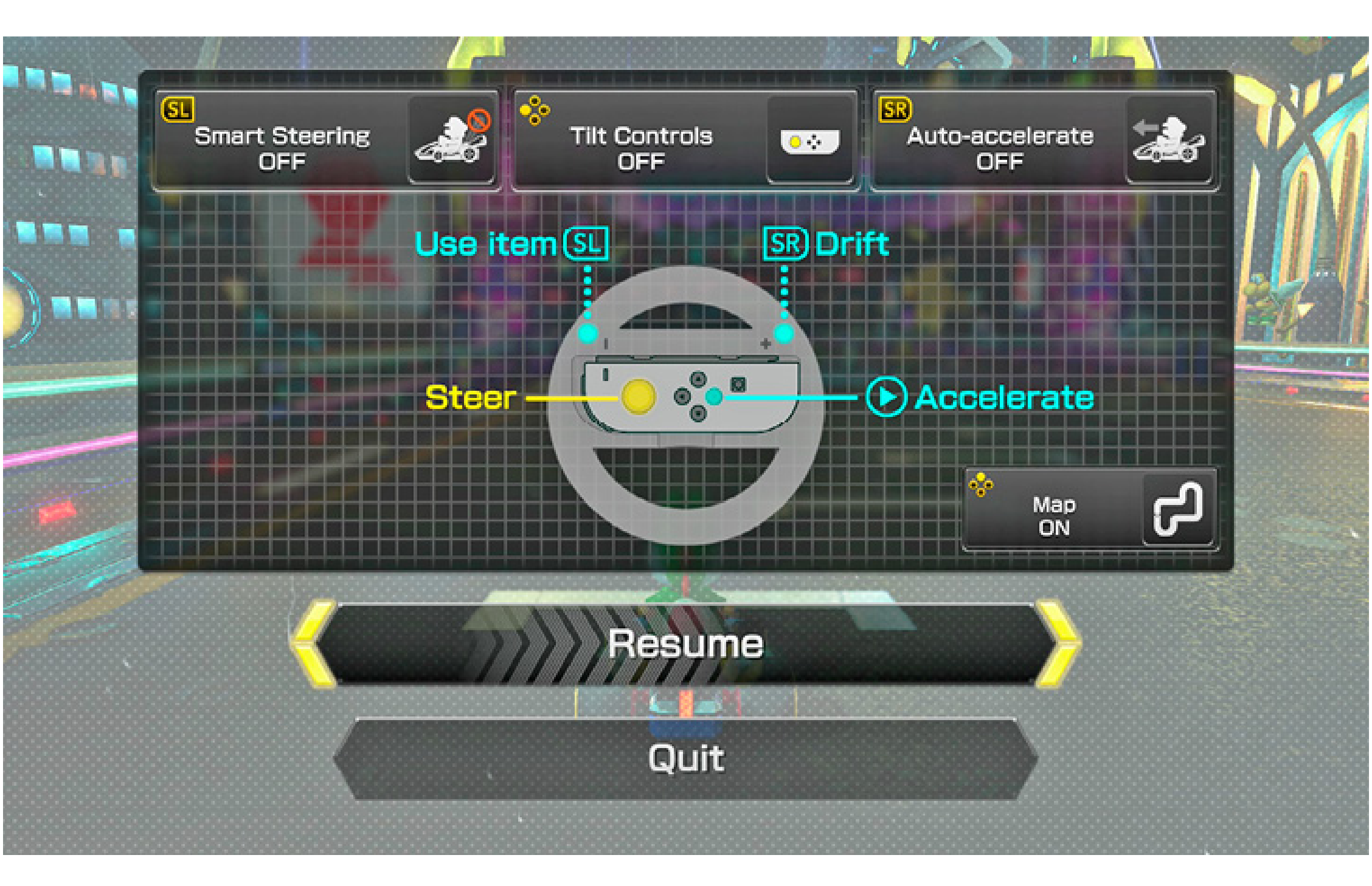
Docked, the system supports local four-player splitscreen, and two-player splitscreen online.

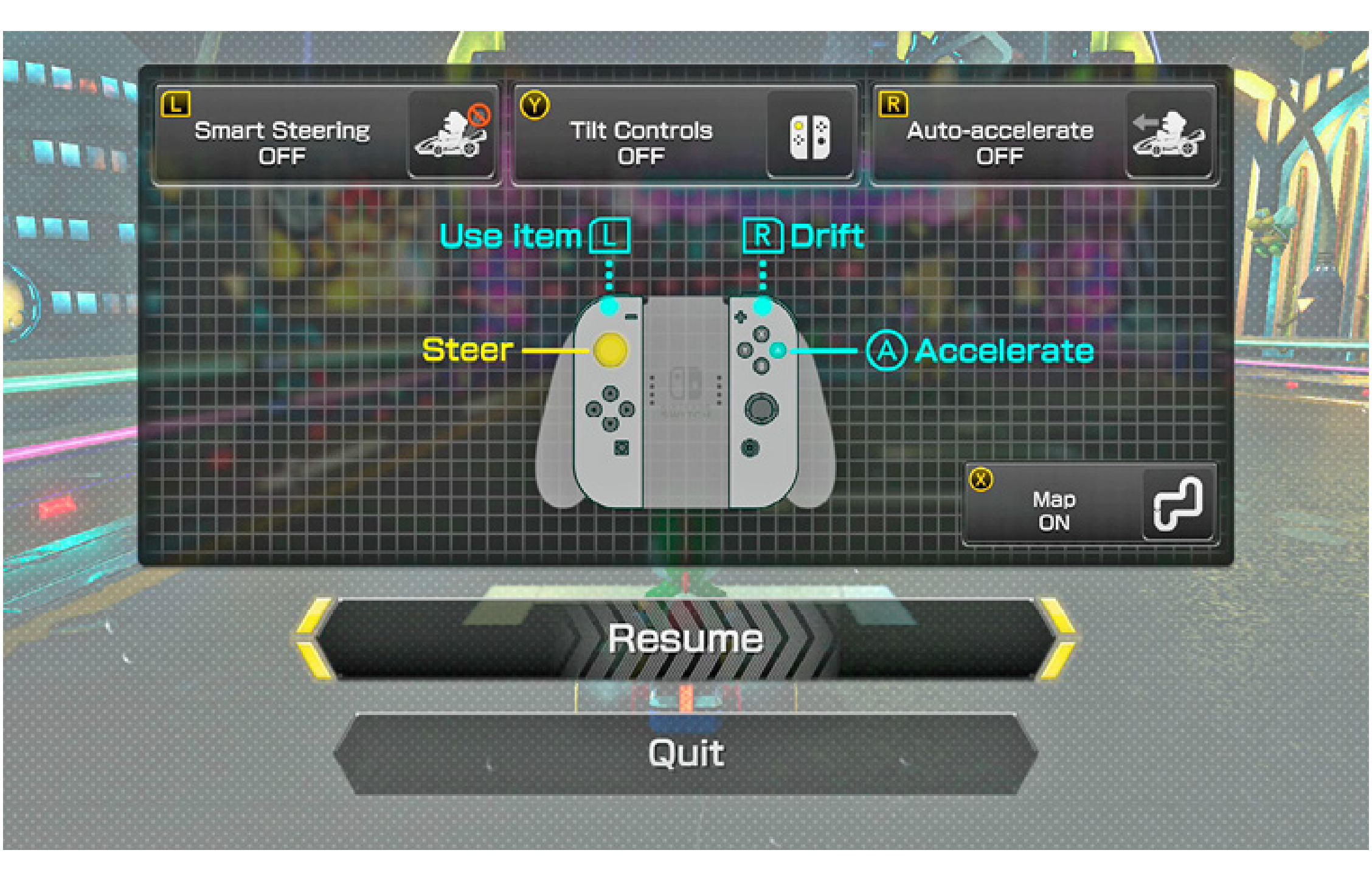


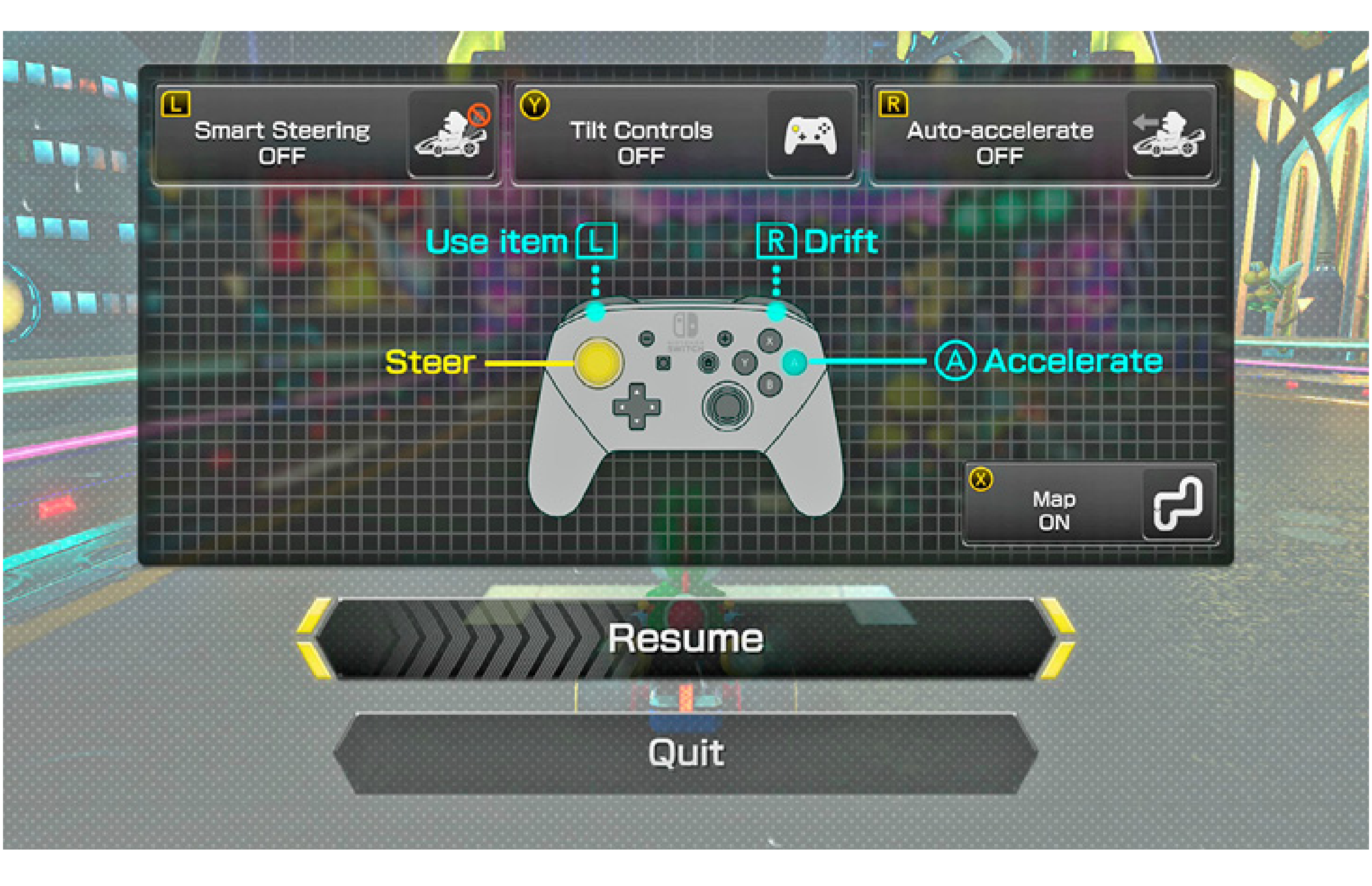
How To Drive

Driver's Manual

Mario Kart 8 Deluxe can be played many different ways, whether the console is docked or on-the-go. Players can choose to use sideways Joy-Con, either with wrist straps or racing wheels attached. Or Joy-Con (L) and (R) can be used together (whether when holding the console like a portable system, or holding the Joy-Con loose upright in Wii-style "nunchuck" fashion, or connected via the Joy-Con grip). And of course there's also the Pro Controller to consider. And all of these allow for gyroscopic steering control, if desired. Play how you want, where you want.







NOTE ON TILT CONTROLS

Tilt controls replicate the experience of using a steering wheel to tackle the craziness of *Mario Kart 8 Deluxe*. Joy-Con users can attach the Joy-Con Wheel (sold in sets of two) to the small controllers to enhance the feel of steering. It can take some getting used to, but with enough practice you'll be able to keep up with the competition!

There's even more flexibility than pictured.

In any config, the X button (or where X would be, in the case of sideways Joy-Con) gives you a rear-view behind your racer.

While A is the main acceleration button, Y will accelerate too, if you prefer that button position. With Joy-Con (L) and (R) together, or a Pro Controller, the right analog stick can also be used as your throttle control. If you prefer digital steering to analog, you can also steer on the Pro Controller using the +Control Pad, or using the directional buttons on an upright Joy-Con (L).

When using a single sideways Joy-Con, digital directional-button steering obviously isn't an option, nor right analog throttle control. And keep in mind that, although your buttons won't be labeled correctly compared to a Pro Controller or an upright Joy-Con (R), the functions of the relative button positions stay the same.

DRIVING TECHNIQUES

There are a number of special techniques outside of "Keep Accelerating, Steer As Necessary" that are essential to success in *Mario Kart 8 Deluxe*.

ROCKET START

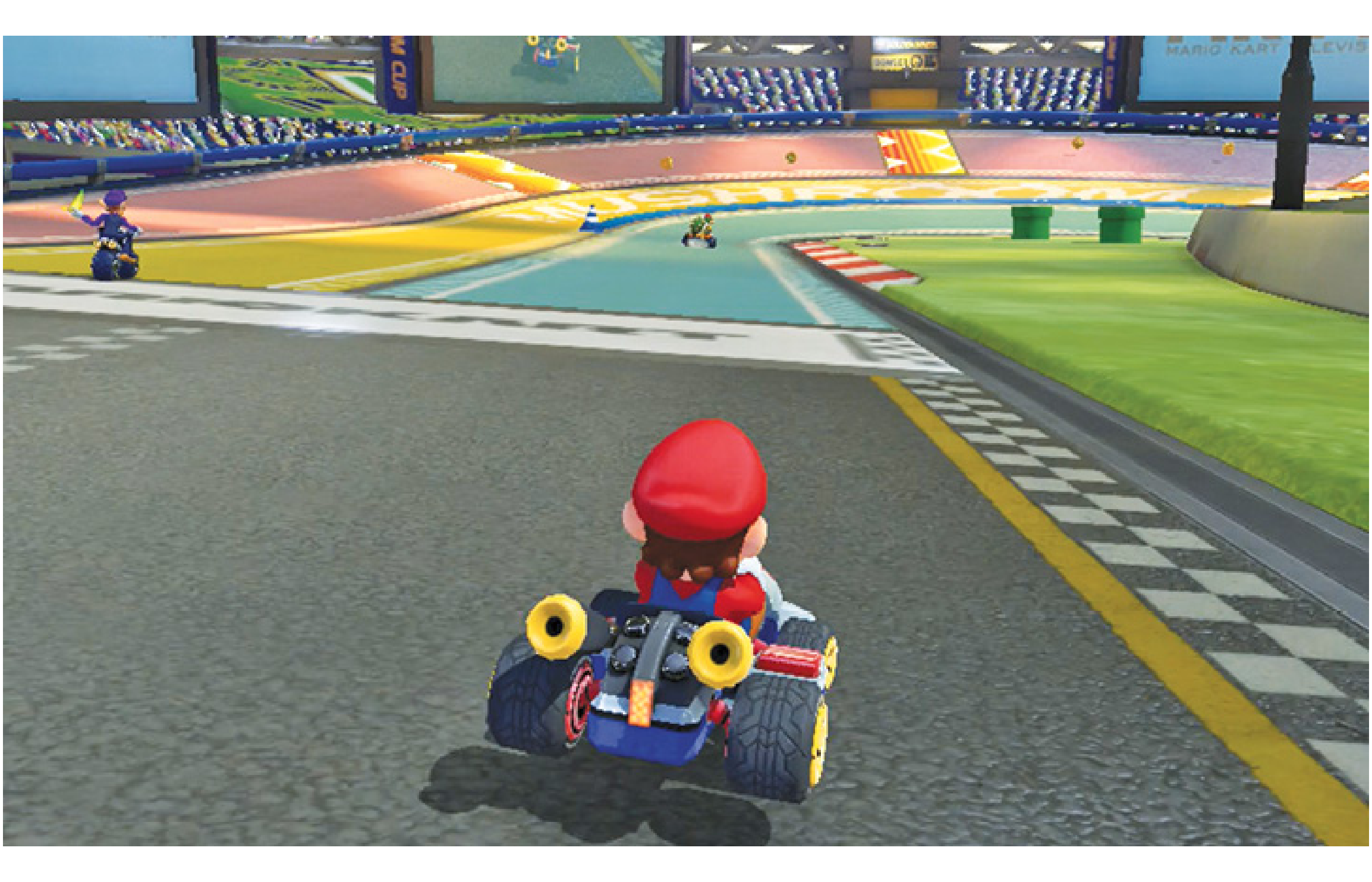
Timing a perfect Rocket Start can determine the whole nature of a Grand Prix race's first lap, and this technique is essential for posting record-breaking Time Trials. Pay attention to Lakitu's countdown, and begin accelerating immediately after the "2" appears onscreen, accompanied by a tone. Properly done, you'll rocket off the line with a Mushroom-like boost. If you begin accelerating too soon, as the tone sounds and the 2 appears, rather than just after, you'll stall at the starting line.

BRAKING

Braking is under-appreciated! If it seems like you're about to go out of control and hit a wall or an obstacle on the track, by tapping the brakes you can regain some maneuverability to get away from danger—at the cost of speed.

An advanced technique called Drift Braking, which is useful mainly during 200cc races, involves applying the brake during sparking drifts—enough brake to slow the lateral movement of the drift and keep the car on-track, but not so much brake that the drift dissolves into a mere slow turn. This technique is paramount to 200cc race success, can be helpful on the nastiest corners in 150cc races, and can be disregarded at the 100cc level or lower.

JUMP

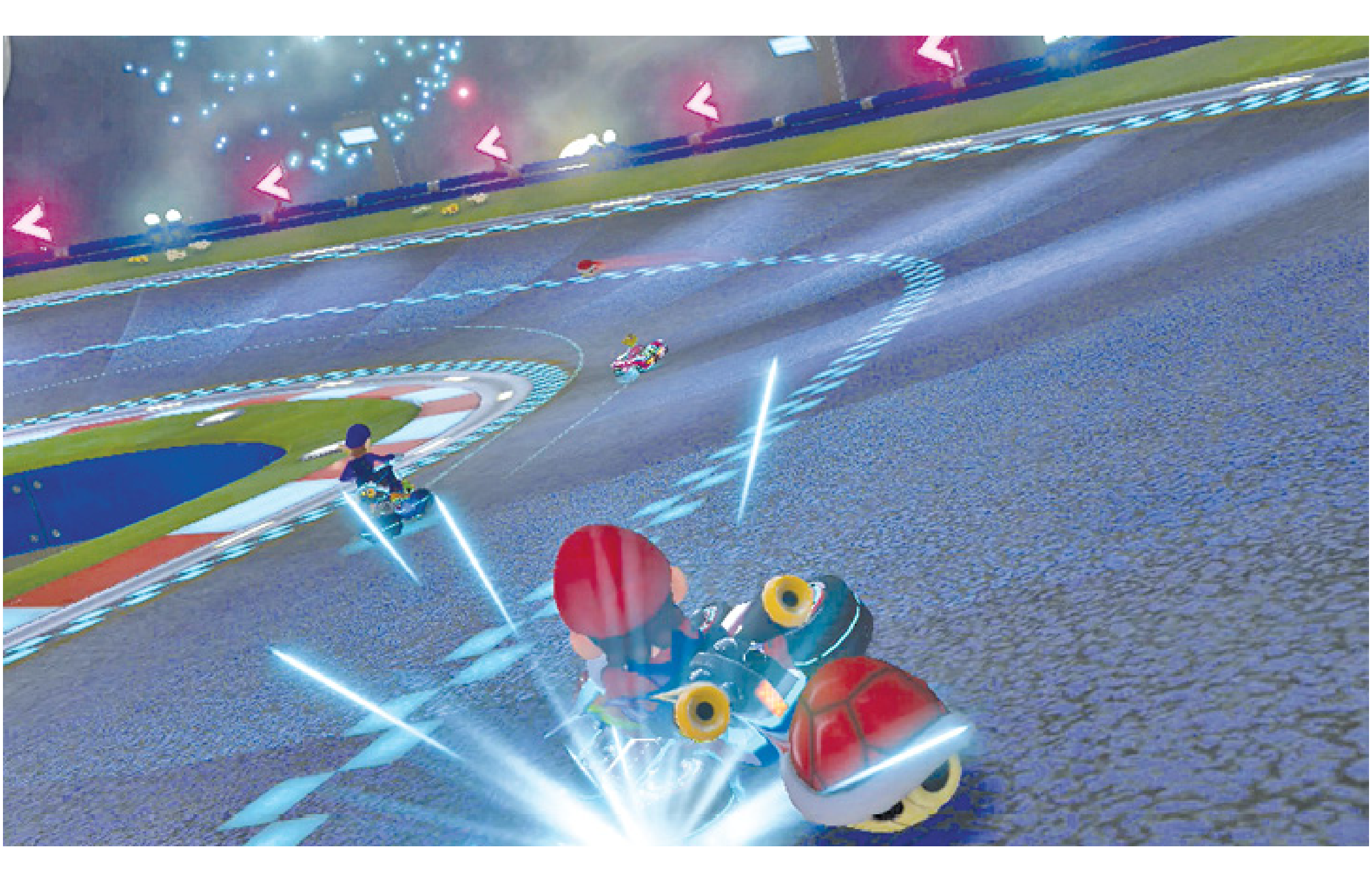


The drift button doubles as a jump button. Jumping won't take you over items on the road, but it can lift you over small gaps in the road. You can cut corners that overlook bottomless pits this way, but it can be quite risky to try.

DRIFT

Drifting allows you to tackle turns without losing speed. To enter a drift, point the nose of your vehicle into a turn, then hold R. The vehicle will hop into the turn, lose traction, and continue sliding with the same inertia as before, though the nose is pointed inward. The sharper your vehicle's nose is turned in while drifting, the faster you'll build up blue sparks, then orange, and eventually purple, allowing you to set off a Mini-Turbo, or a Super/Ultra Mini-Turbo. When R is released to activate a built-up turbo boost, traction is suddenly restored and the vehicle will cease lateral travel and surge forward toward where the nose is pointed. Note that the various vehicle chassis heavily affect how you drift.

SPARKS AND MINI-TURBO



While drifting would be useful anyway for the way it lets you tackle turns, it's even more useful for all the extra speed it can create. As you sustain a drift, sliding sideways through a turn while pointing the nose inward, sparks will begin to build up under the tires. Releasing a drift once sparks are happening results in a Mini-Turbo boost! It should soon become second-nature to be drifting into Mini-Turbo boosts off of most turns, only resorting to standard turn-and-brake cornering if the turn is too sharp or short for a solid drift, or the kart isn't going fast enough to initiate a drift (like after eating an enemy's item or smacking a wall).

The color of the sparks indicates how long the drift has been held, and how powerful the follow-up boost will be. Drift until blue sparks appear for a Mini-Turbo boost. Drift even longer for orange sparks, leading to a Super Mini-Turbo, which lasts about twice as long as a Mini-Turbo. On the longest turns, you can even drift long enough to build up to purple sparks, resulting in an Ultra Mini-Turbo boost, basically a free Mushroom! (However, unlike a Mushroom, it's important to note that Mini-Turbos won't carry you through off-road terrain like Mushrooms will.)

Purple sparks can only occur if Steering Assistance is disabled. It's not automatically better to hold a drift longer just to achieve orange or purple sparks—this can result in a risky or inefficient line, as you slide into the far walls of a turn trying to hold out for the next level of Mini-Turbo when basic blue sparks would've sufficed. Holding a drift longer for better turbo can make your movement more predictable in turns, leaving you open to item attacks or drafting. Use whichever level of Mini-Turbo gives you the best racing line in a given moment.

JUMP BOOST

By jumping just as you hit a ramp of some kind, you'll perform a Jump Boost, which will give a short burst of speed. You can determine the trick your racer executes by pressing a direction on your analog stick or control pad. There are lots of things on every race course that you can Jump Boost off of, even if it doesn't look obvious. Examples include coming over small hills, lips, or shelves in the track, so your vehicle gets a little more loft than an R button hop—a slight drop gives an opening for a Jump Boost just like a small jump does.

DRAFTING

If you stick behind a racer for a short period of time, you'll gain a significant burst of speed by riding their slipstream. Drafting can be tough to pull off, as most racers will simply not let you stay behind them without a fight. Make sure you don't accidentally run into any items a rival might be trailing when trying to draft behind them!

Drafting is obviously opportunistically good, used when the opportunity presents itself to slide in behind an opponent and benefit from their wake, ultimately passing them. But it's also cannily good toward the end of races when you're neck-and-neck with another frontrunner. If you intentionally let them have first place, then hang in right behind them, not only will you be well-positioned to make a passing play at the end, but you'll also be shielded if laggers trying to catch up fire a homing blue Spiny Shell at the frontrunner. While drafting in right behind someone barreling toward the finish line, keep a sharp eye out for any Spiny Shells circling above them, so you can ditch drafting them and swerve wide—Spiny Shells have splash damage. Finish your plate, don't come this far in your plan just to also take the hit!

Of course, this strategy harbors the obvious risk that maybe no one fires a Spiny Shell at the frontrunner, and maybe you fail to pass them with the slipstream boost, and you come in second on the power of being too clever by half. But, on the other hand, had you simply raced all-out and taken the lead on racing merit against your 1-2 rival, and then someone fired a Spiny Shell…

RAMMING

There's no special button to press when you want to ram an opponent—just steer into them! Heavyweight racers can typically run any other racer off the track with a few good bumps. But with enough speed, even the lightest racer is able to push aside heavier rivals.

SPIN BOOST

While driving on antigravity portions of a track, ramming racers will reward you with a Spin Boost. The increase in speed does come at a cost: steering can be a challenge while caught in a Spin Boost. You can also trigger a Spin Boost by driving into a Spin Boost pillar.

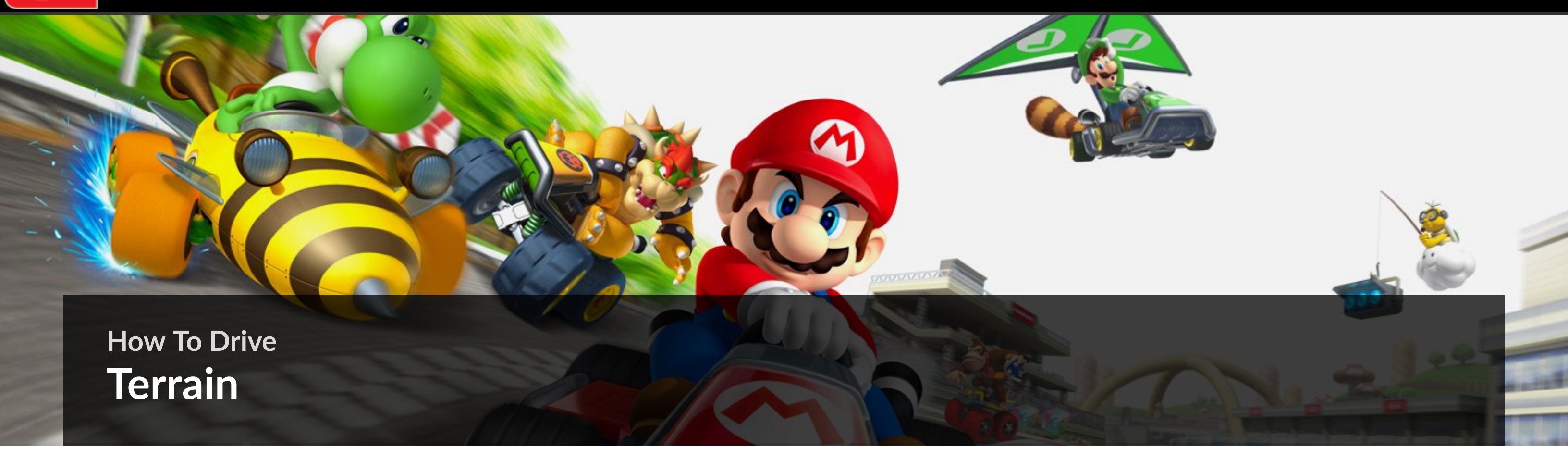
Don't be afraid to apply the brakes briefly but firmly during a Spin Boost if you're drifting or sliding wide on the track. It's a lot better to get your kart back under control, at the risk of being a little conservative in play, than it is to get greedy or out-of-control and smack the wall or fly off the track, losing time, position, and Coins to boot.

SPIN TURN

This is a technique mostly reserved for Battle Mode. If you come to a complete stop and then hold brake and accelerate, you can turn in place quickly. This is a good way to reverse direction to try and ambush racers that you know are closing in. But you should never really have need to Spin Turn during a standard race, unless you have no other way around an obstacle you're stuck against.

U-TURN

The U-Turn is a special technique allowed only in Battle Mode! To U-Turn, commence a drift. While you drift, let go of the accelerate button to whip your racer around to face anyone closing in from behind. This move lets you stay mobile, and allows you to better aim any ranged items you have rather than blindly firing them behind you and hoping for the best.



How To Drive

Terrain

Courses in *Mario Kart 8 Deluxe* have a variety of terrains that you'll drive over (or fly over) during the progression of a race. These all affect your vehicle performance somehow, so it's important to know about them, and know how best to handle them.

ROAD

MKTV
MKTV
MUSHROOM CUP

The main roads of any course are where you will traditionally get the best performance out of your chosen kart, bike, or ATV. Road surfaces allow for drifting and Mini-Turbos, and are often where the action is.

It should be noted that not all roads are equal. Courses such as Sherbet Land take place in icy and snowy environments, and your overall handling will reflect this!

ANTIGRAVITY ROADS

Mario Kart 8 Deluxe includes antigravity roads and antigravity panels. When a course begins to twist into strange angles and shapes, typically an antigravity panel will be there to trigger your vehicle's special drive system that will let you stick to any surface, even if it's upside down. Antigravity roads change your handling quite a bit. Your turns will seem floaty and be less sharp, and your momentum carries more through your drifts, which can make your turn exits wider.

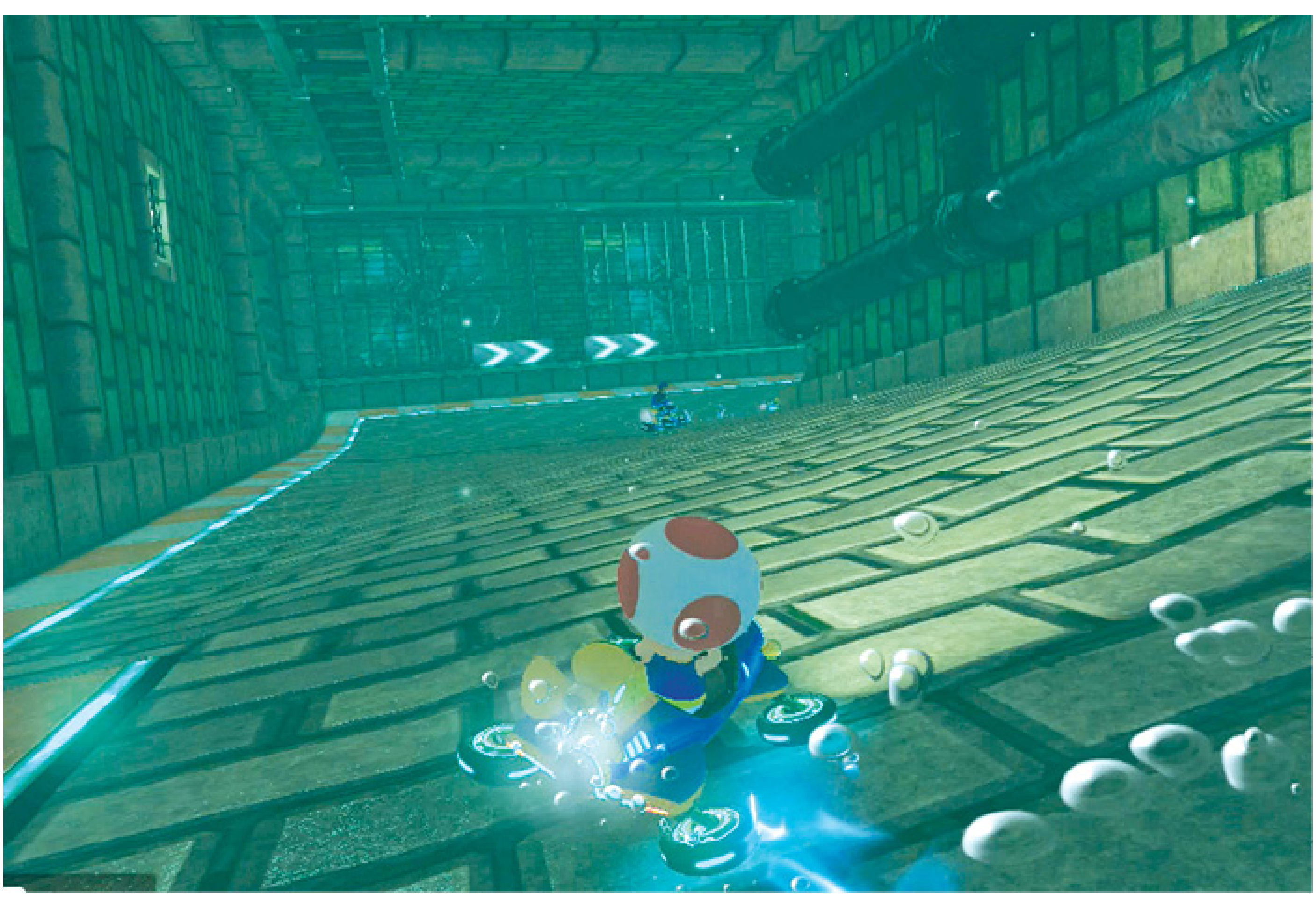
OFF-ROAD

KART STADIU

Off-road portions of a course, broadly speaking, are any parts of the course that are not the main track. For example, this can be grass, rough sand, or deep snow. Most of the time, you don't want to be off-road. Even when you maximize a vehicle's potential off-road performance, you lose too much speed crossing these parts of a course. You can't drift while off-road, or even come close to your max speed, unless you're flying over the rough terrain with a Mushroom or Super Star.

If you realize you're going to go off-road, but only very briefly, like over a brief patch of grass encroaching on the middle of a curve in the track, you can eliminate most of the damage to your momentum by timing a jump to avoid as much of the off-road patch as possible (sort of like using jumps to leap over very small gaps in the track). If you're not in contact with the off-road surface, you're not losing speed. That said, by the time you've spent even a moment traveling in the patch, it's too late, and repeated jumps won't help anything when you're really bogged down off-road.

WATER



Some courses will send you into the water as part of the race, and in these sections you'll have to adjust for more sluggish handling. Your turns will not be as sharp as usual. Some courses featuring water will also have multiple instances where you jump out of the water and dive right back in, costing you some speed in both cases.

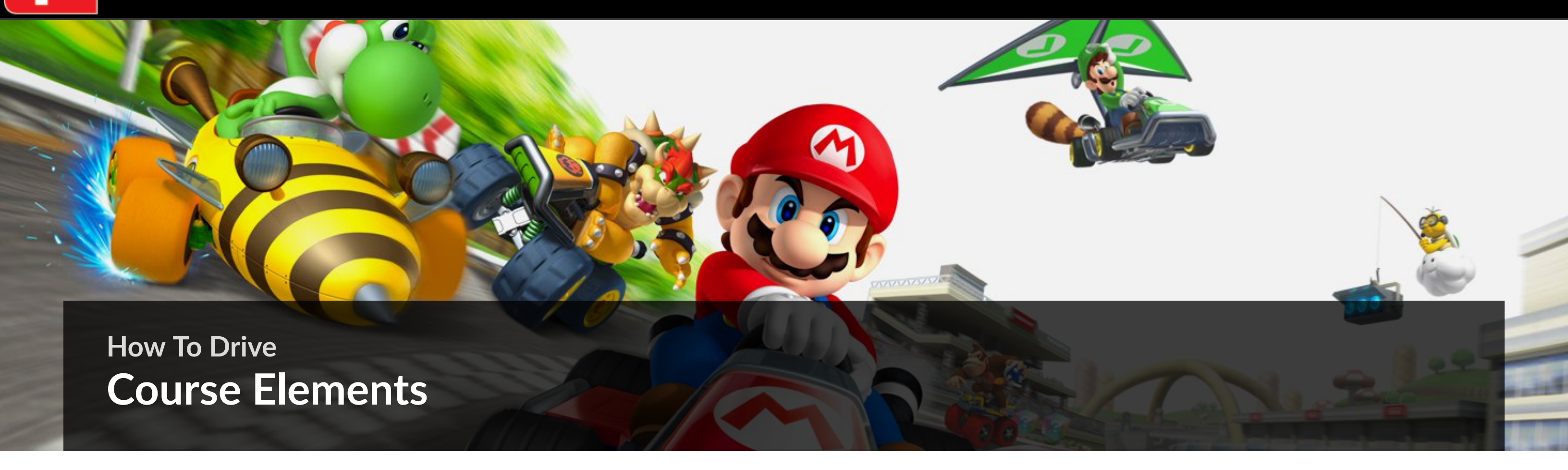
Interestingly, taller karts will often go on two wheels more easily during drifts underwater, which can help you in cutting corners as tightly as possible.

AIR

Flying through the air is accomplished with glider parts that make up your vehicle. Before a flight, you're typically launched from dash panels and glide ramps. Performing a Jump Boost off the glider launch is possible; see Glide Ramps below. Depending on the course, you will either be sent flying "on rails" to the next section, or you will have complete control of your flight in order to determine how and where you land. Some shortcuts require you to make maximum use out of a flight in order to bypass rough terrain.

MARIOKART
MUSHROOM CUP
GOLDEN WHEEL
BOWSER OIL
GOLDEN WHEEL
BOWSER

Like with jumping, catching air is great for aerodynamics, since you're not losing some of your forward energy through friction between your tires and the ground. When you're in total control of a glide path over the track, the choice between staying airborne as long as possible (keeping the nose pointed up) or landing early (pointing the nose down and descending) comes down to whether there are Item Boxes or Coins below you want to collect.

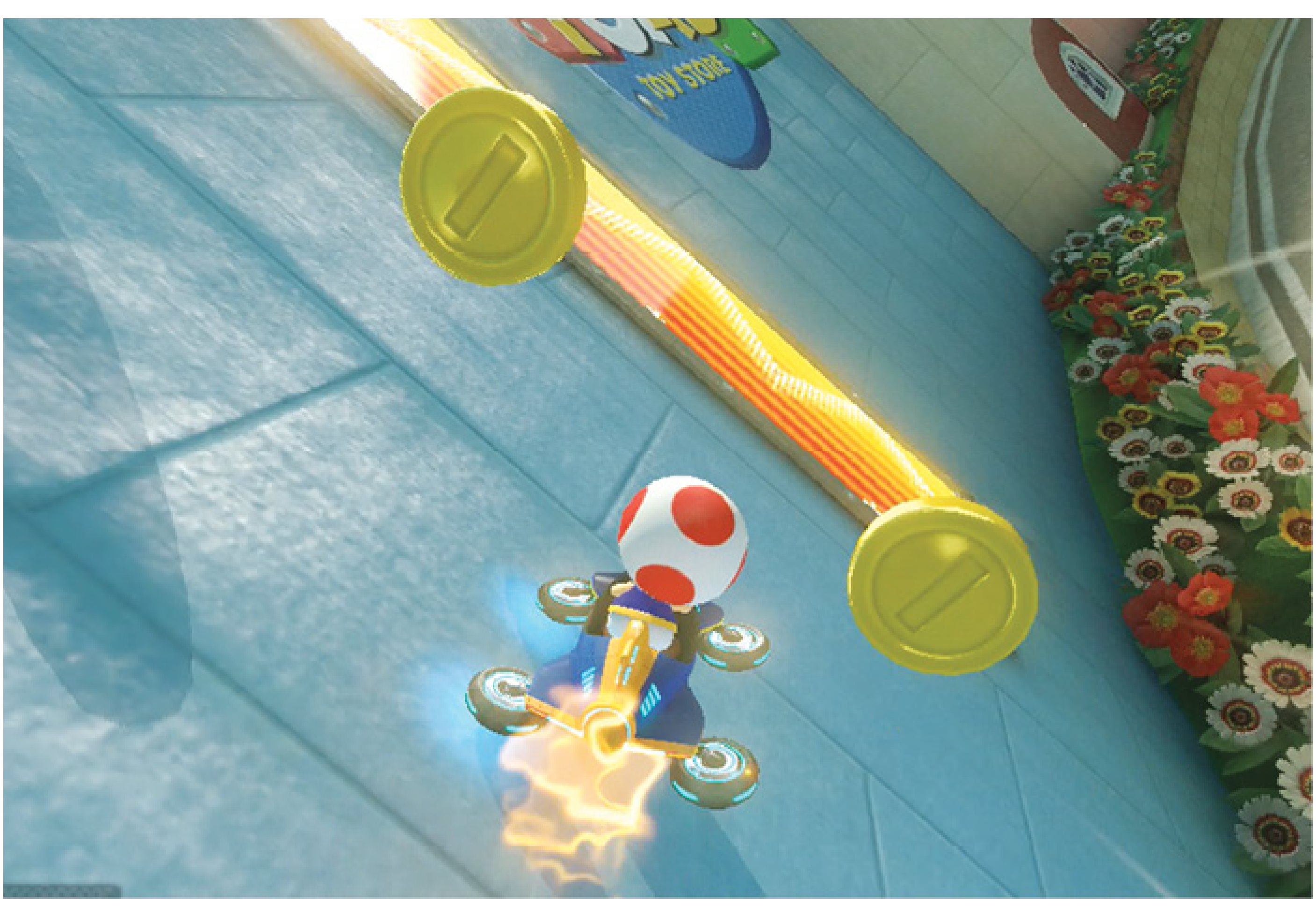


How To Drive

Course Elements

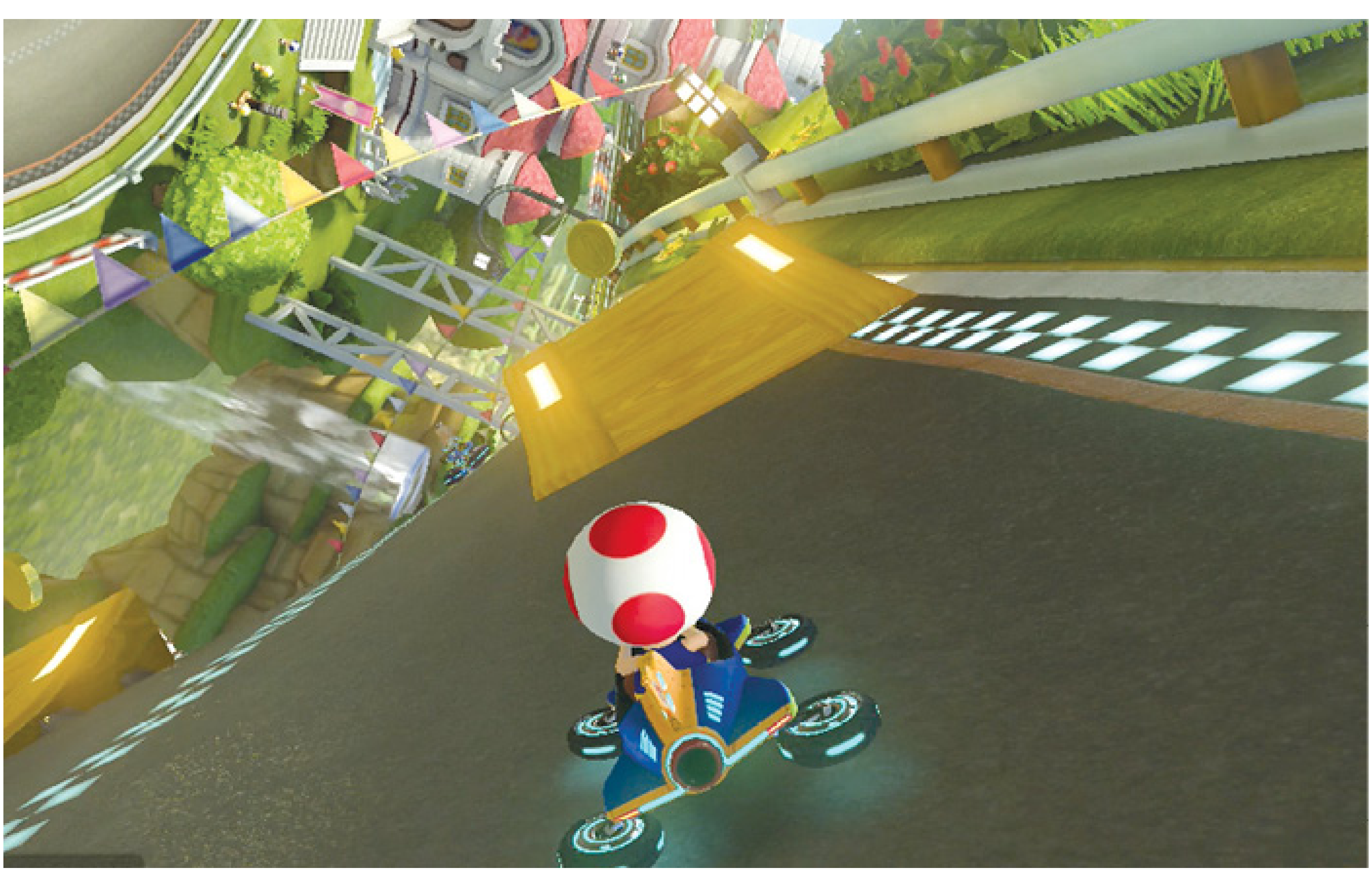
Every course features specialized panels or obstacles that actually help boost your speed, or assist you in overtaking, attacking, and defending yourself against other racers.

DASH PANELS



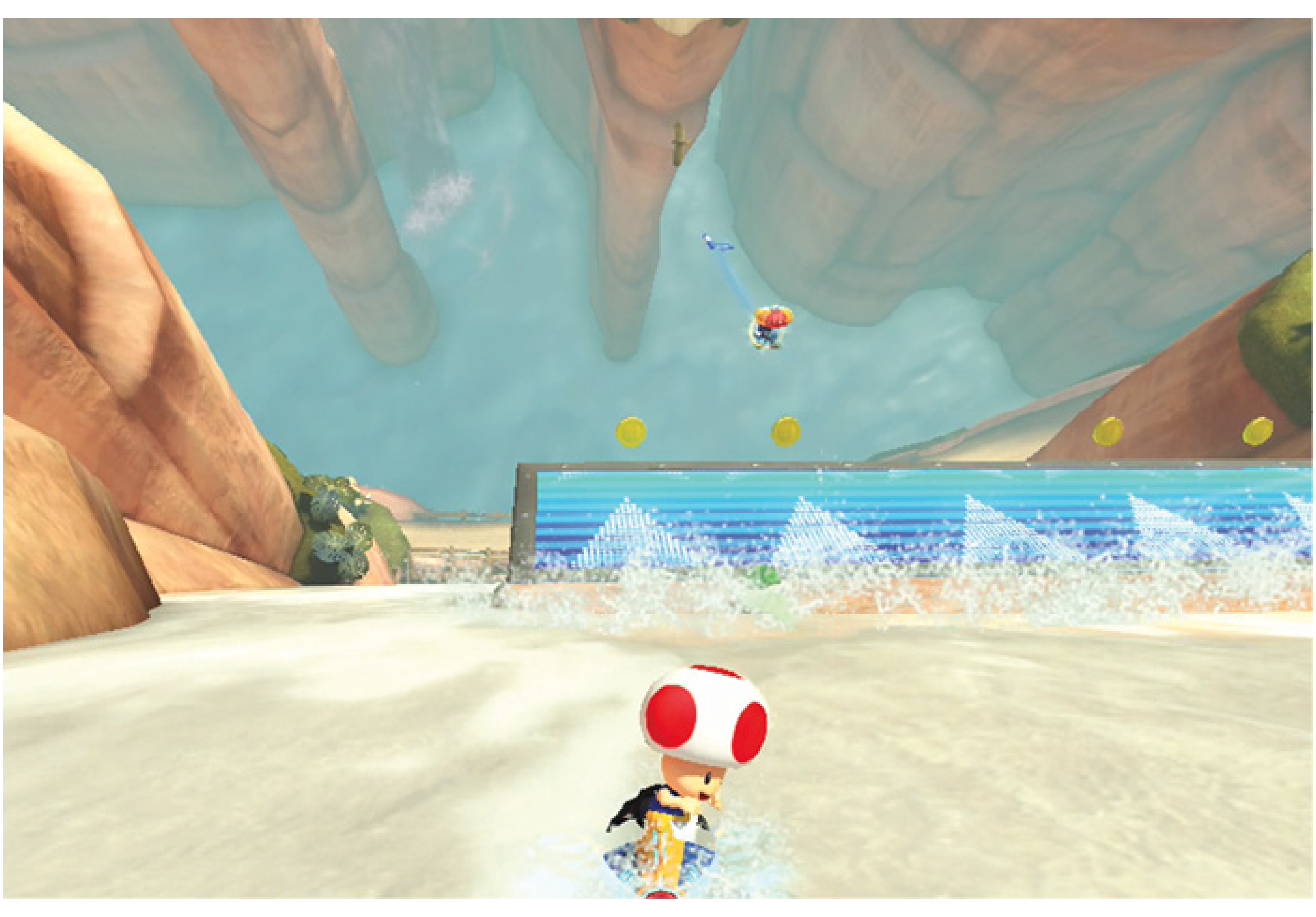
Dash panels help send you flying across the course at high speed. Occasionally, you'll find dash panels on ramps to help extend how far you go from the ramp. In some cases, the dash panels are on moving platforms and might require you to do some fancy driving in order to hit them. Ironically, sometimes taking a route indicated by dash panels is not the fastest route through a track.

RAMPS



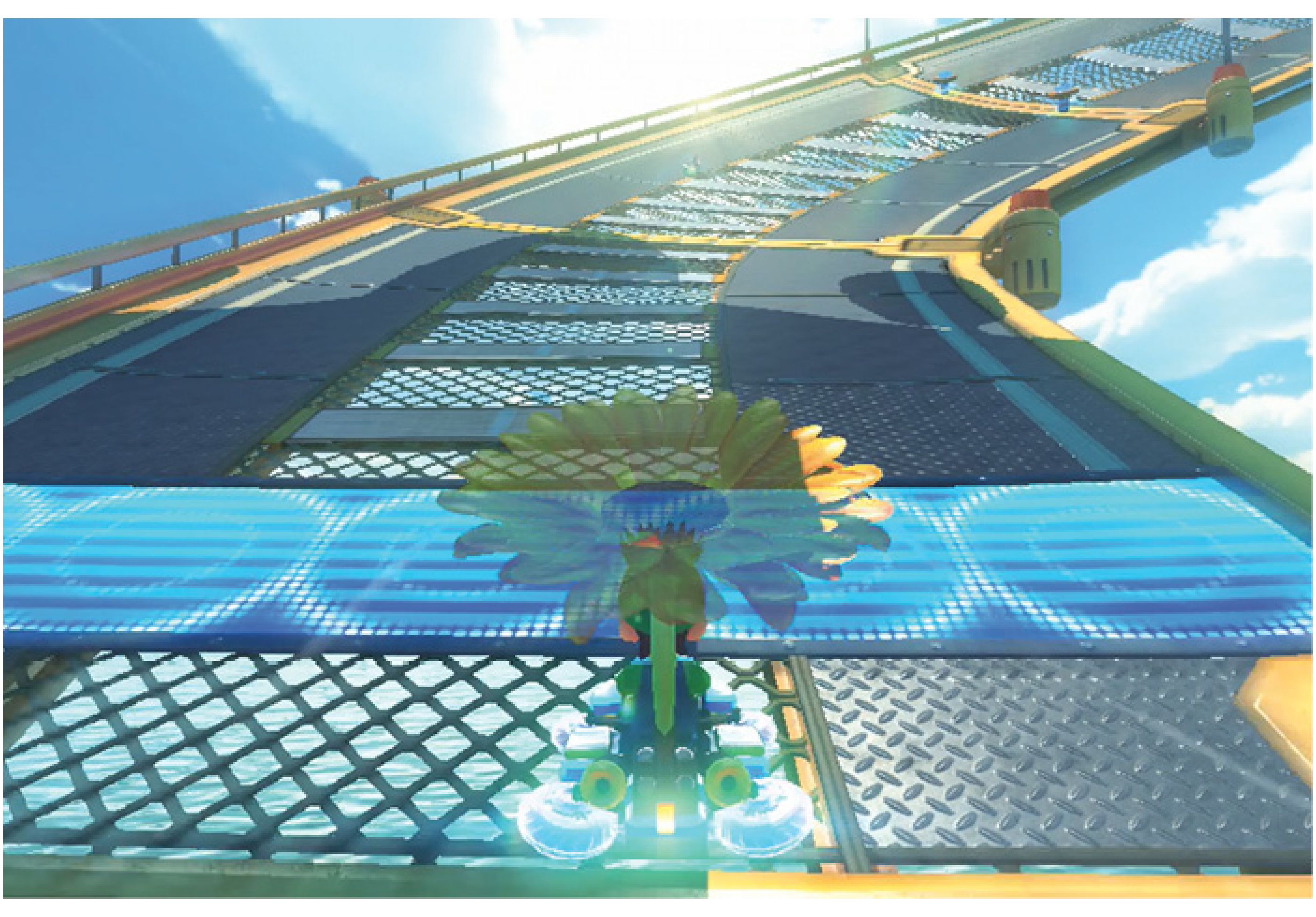
Ramps are either very obvious constructs placed on sections of a course, or seemingly innocuous parts of the environment, like the crests of hills formed by a track being rocked by shockwaves or pipes lying lengthwise across the ground. You can Jump Boost off a ramp for extra speed.

GLIDE RAMPS



A glide ramp will always be found before any mandatory gliding sections of a course, but some shortcuts in the game are only possible due to glide ramps placed off the beaten path. Gliding can help you bypass more complex parts of a course, or avoid obstacles and off-road sections.

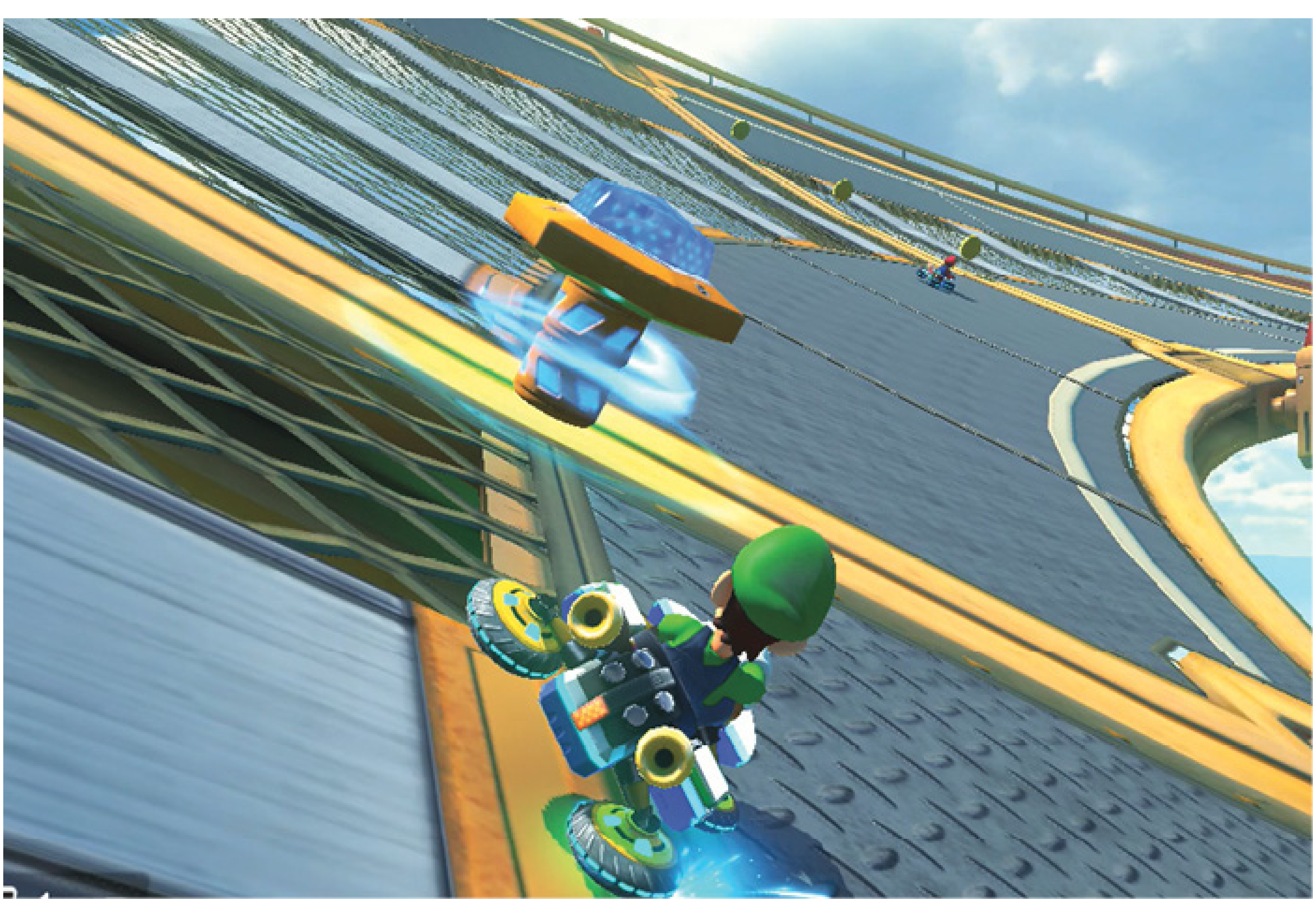
ANTIGRAVITY PANELS



Antigravity panels are found before the crazier sections of a course, but they also help enable alternate routes.

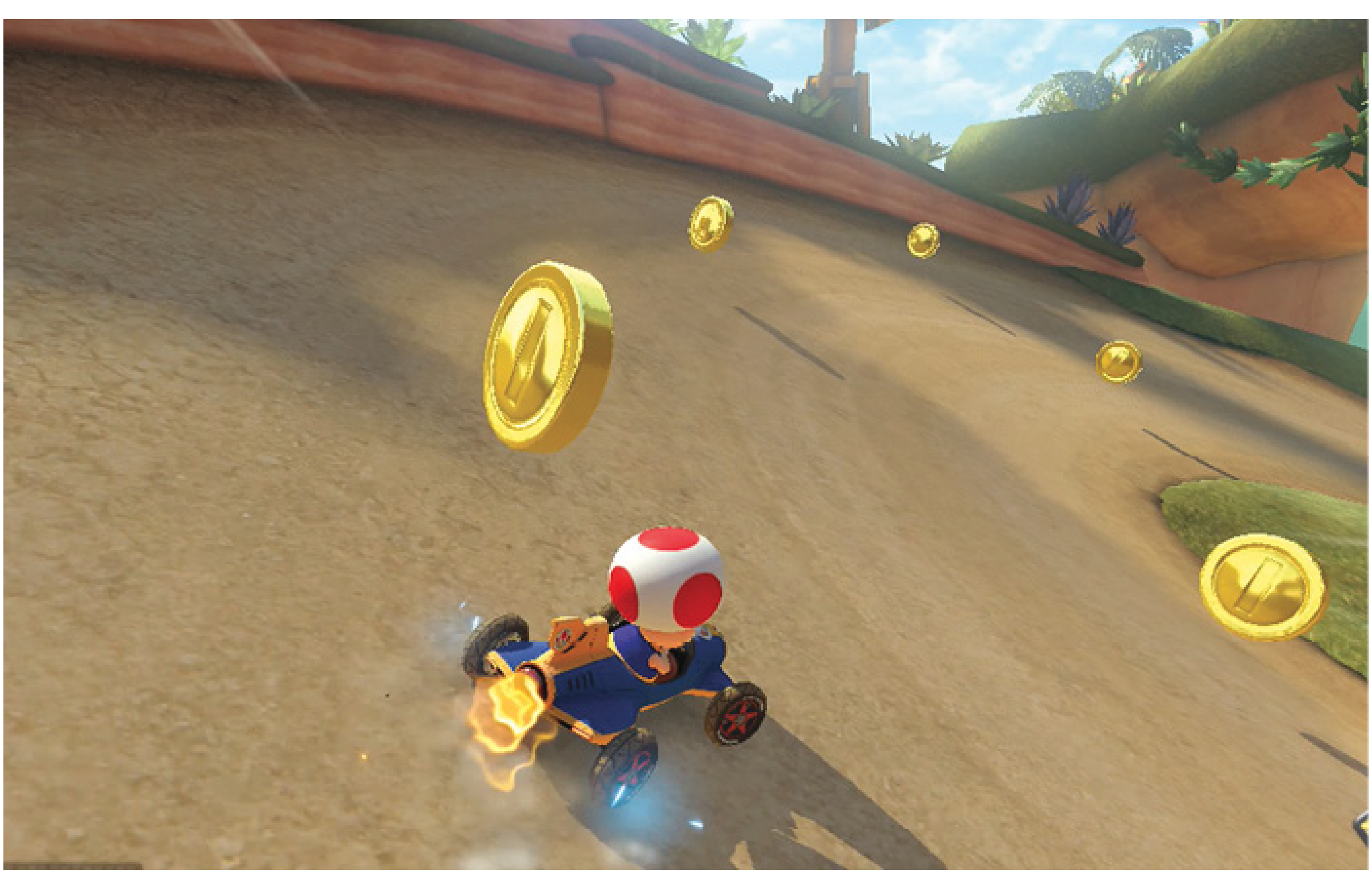
Remember that the handling of your vehicle changes when under the effects of antigravity, so be prepared to compensate for that.

SPIN BOOST PILLARS



Found on antigravity roads, these pillars provide the same Spin Boost you get when making contact with another racer on these sections of a track. However, you lose some control of your vehicle while enjoying the boost provided by a Spin Boost pillar. Spin Boost pillars don't share the same appearance across all the tracks they show up on, but they all do the same thing.

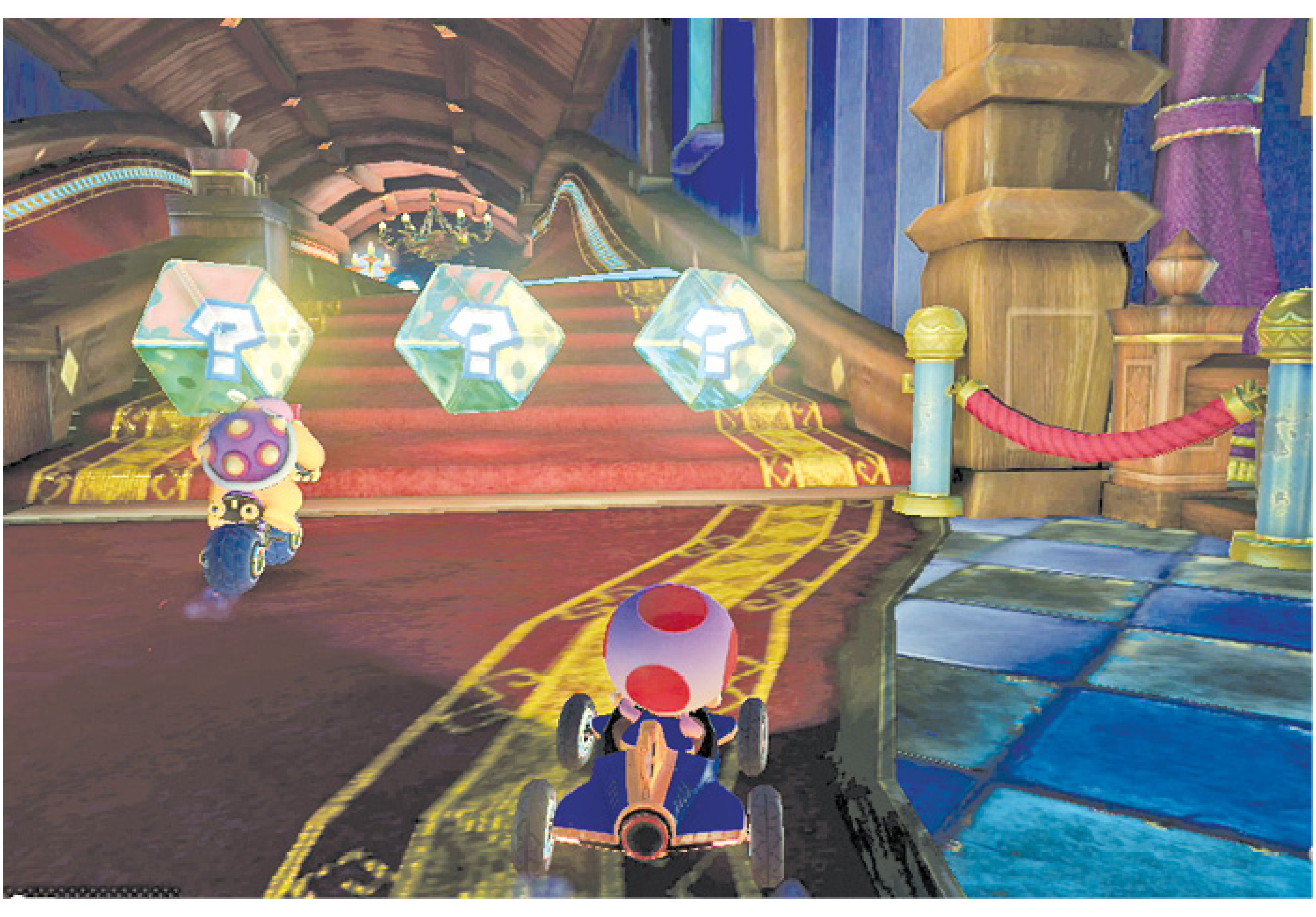
COINS



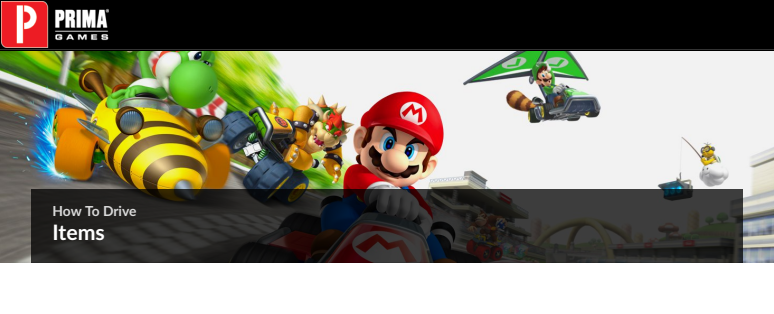
Coins are spread throughout every course in *Mario Kart 8 Deluxe*, with the exception of tracks inspired by *F-Zero*. Collecting a Coin provides a boost to your maximum top speed. At ten Coins, you reach your maximum potential speed. Just because you've hit the ten-Coin cap doesn't mean you shouldn't pick up more during a Grand Prix race. You not only want Coins for yourself—you want to deny them to your rivals! However, during a Time Trial, you don't want to go out of your way to collect Coins once you've reached the maximum. Concentrating on a good racing line is more important.

Coins regenerate on a course after a short time in most game modes. However, in Time Trials Coins do NOT regenerate after being collected.

ITEM BOXES



Appearing in all game modes outside of Time Trials, Item Boxes contain your primary offense and defense against other racers on the track. As with Coins, you not only want Item Boxes for yourself, you also want to deny your enemies a chance at items. Also in common with Coins, Item Boxes regenerate after a short period of time. New to *Mario Kart 8 Deluxe*, double Item Boxes will refill both item slots at once, for double the firepower.



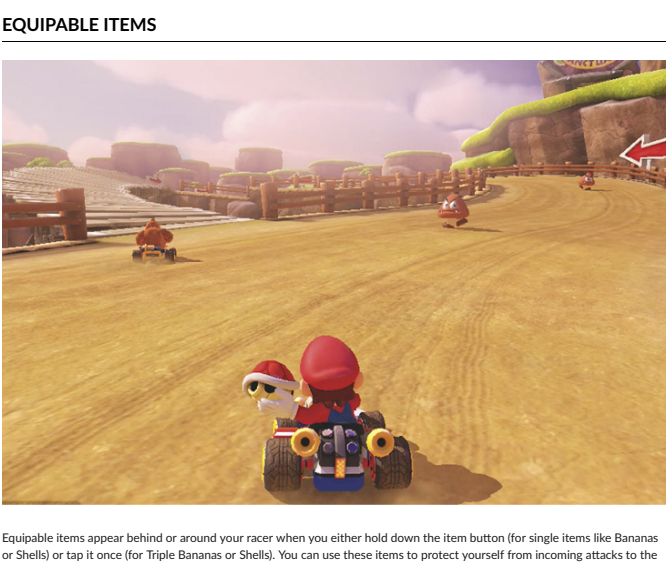
How To Drive

Items

Items are your primary means of offense and defense on the track. Using an item is as simple as tapping the item button on your Joy-Con or Pro Controller (on a sideways Joy-Con, this is SL, while on an upright Joy-Con (L) or a Pro Controller, both L and ZL work to throw items. Racers that are hit by items (or course hazards) will have three Coins knocked away from them onto the track, which adds to the inconvenience of getting hit by limiting their top speed.

There are two distinct types of items that are handled in different ways.

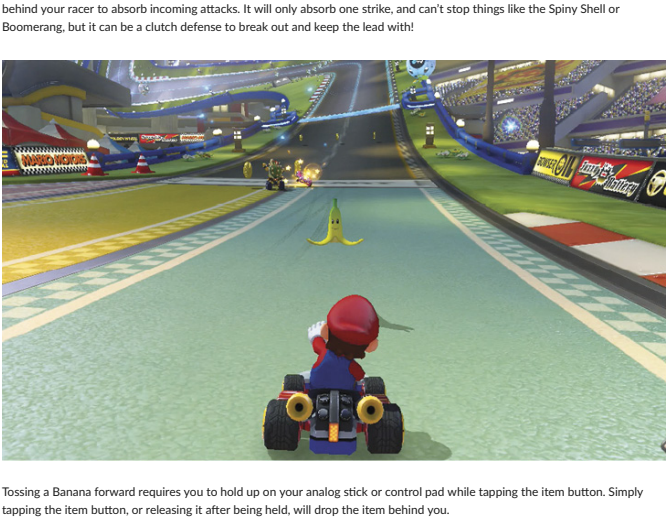
EQUIPABLE ITEMS



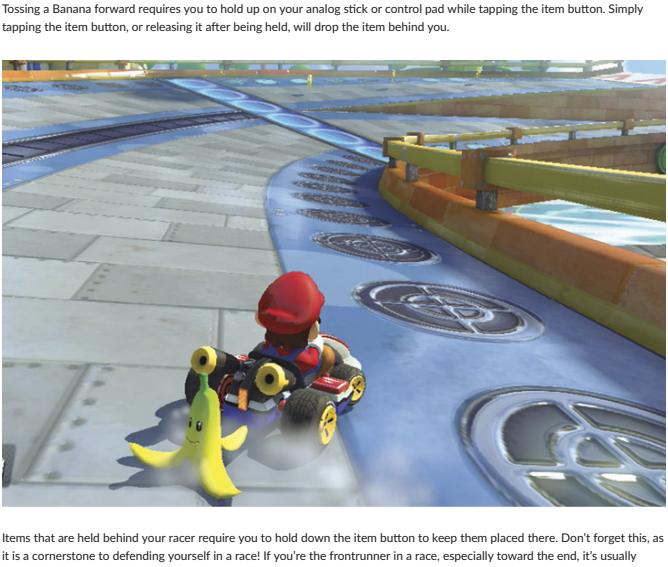
Equipable items appear behind or around your racer when you either hold down the item button (for single items like Bananas or Shells) or tap it once (for Triple Bananas or Shells). You can use these items to protect yourself from incoming attacks to the rear, attack racers in front of you, fire at racers closing in from behind, or leave on the track as traps.

BANANA

One of the most common defensive items available, Bananas cause racers to spin out if they make contact with them. You can drop one behind you, or toss it far out in front of you. However, one of best uses of a Banana is to hold on to it, dragging it behind your racer to absorb incoming attacks. It will only absorb one strike, and can't stop things like the Spiny Shell or Boomerang, but it can be a clutch defense to break out and keep the lead with!



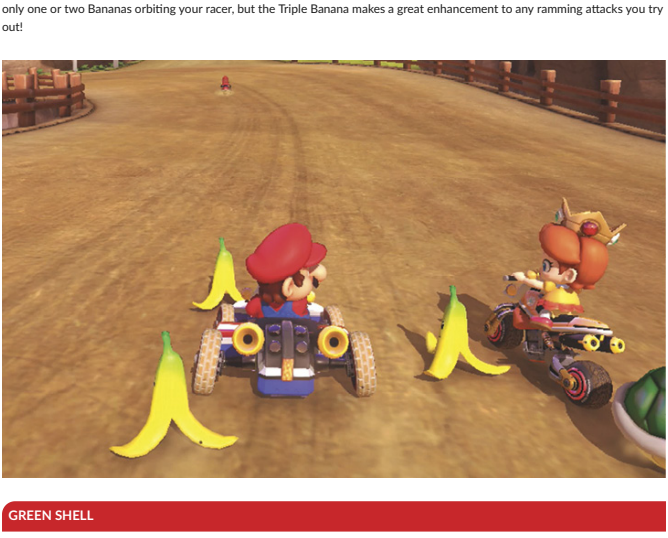
Tossing a Banana forward requires you to hold up on your analog stick or control pad while tapping the item button. Simply tapping the item button, or releasing it after being held, will drop the item behind you.



Items that are held behind your racer require you to hold down the item button to keep them placed there. Don't forget this, as it is a cornerstone to defending yourself in a race! If you're the frontrunner in a race, especially toward the end, it's usually more valuable to use whatever item you have on hand as a shield to your rear (blocking Shells and whatnot) than as a weapon itself.

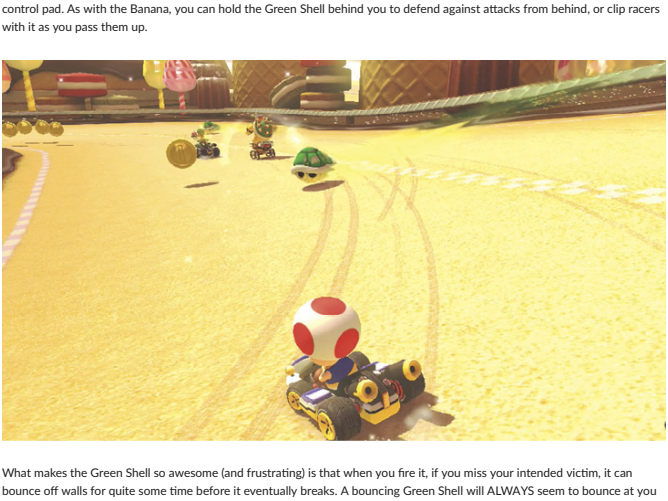
TRIPLE BANANAS

Once you tap the item button, the Triple Banana surrounds your racer with a rotating barrier of three Bananas. You can throw these Bananas forward or leave them behind you. Your defense from attacks via shells is less sound, especially when you have only one or two Bananas orbiting your racer, but the Triple Banana makes a great enhancement to any ramming attacks you try out!



GREEN SHELL

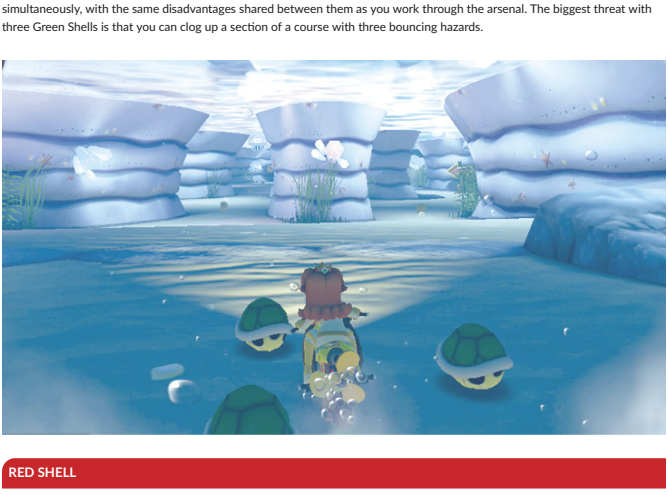
The Green Shell fires straight forward when you hit the item button, or backward if you hold down on the analog stick or control pad. As with the Banana, you can hold the Green Shell behind you to defend against attacks from behind, or clip racers with it as you pass them up.



What makes the Green Shell so awesome (and frustrating) is that when you fire it, if you miss your intended victim, it can bounce off walls for quite some time before it eventually breaks. A bouncing Green Shell will ALWAYS seem to bounce at you at all the wrong moments, but you'll also feel smooth as heck when you score a perfect bank shot off a wall to hit the first-place driver just before the finish, and take the lead for the win as a result.

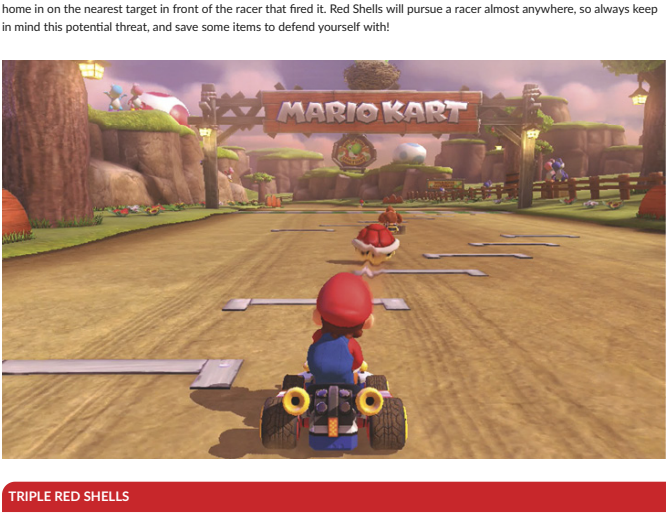
TRIPLE GREEN SHELLS

Similar to Triple Bananas, Triple Green Shells will orbit your racer once you trigger the item, providing defense and offense simultaneously, with the same disadvantages shared between them as you work through the arsenal. The biggest threat with three Green Shells is that you can clog up a section of a course with three bouncing hazards.



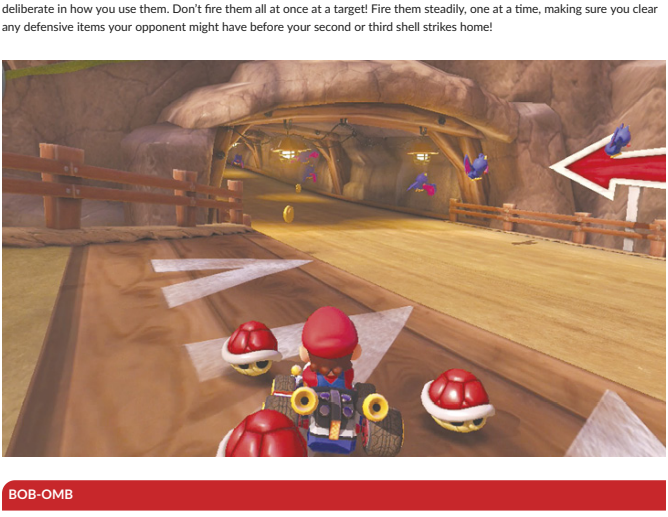
RED SHELL

Red Shells can be fired forward and backward, just like a Green Shell, and they can be used for defense in the same manner. A big difference is that Red Shells do not bounce off walls—they shatter immediately. The other big difference is that they will home in on the nearest target in front of the racer that fired it. Red Shells will pursue a racer almost anywhere, so always keep in mind this potential threat, and save some items to defend yourself with!



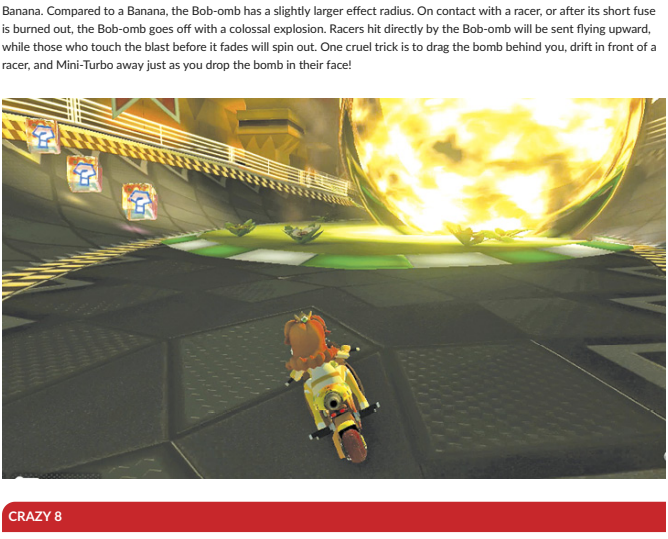
TRIPLE RED SHELLS

Triple Red Shells provide the same defensive benefits as the Triple Green Shells, but in terms of offense you want to be more deliberate in how you use them. Don't fire them all at once at a target! Fire them steadily, one at a time, making sure you clear any defensive items your opponent might have before your second or third shell strikes home!



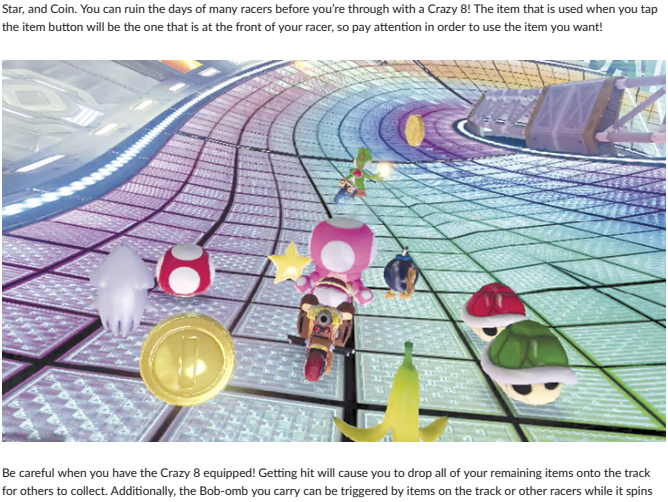
BOB-OMB

Just like other equipable items, you can hold on to the highly explosive Bob-omb, or toss it far forward like you would a Banana. Compared to a Banana, the Bob-omb has a slightly larger effect radius. On contact with a racer, or after its short fuse is burned out, the Bob-omb goes off with a colossal explosion. Racers hit directly by the Bob-omb will be sent flying upward, while those who touch the blast before it fades will spin out. One cruel trick is to drag the bomb behind you, drift in front of a racer, and Mini-Turbo away just as you drop the bomb in their face!



CRAZY 8

The Crazy 8 provides eight items in an orbit around you: a Green Shell, Red Shell, Banana, Mushroom, Bob-omb, Blooper, Super Star, and Coin. You can ruin the days of many racers before you're through with a Crazy 8! The item that is used when you tap the item button will be the one that is at the front of your racer, so pay attention in order to use the item you want!



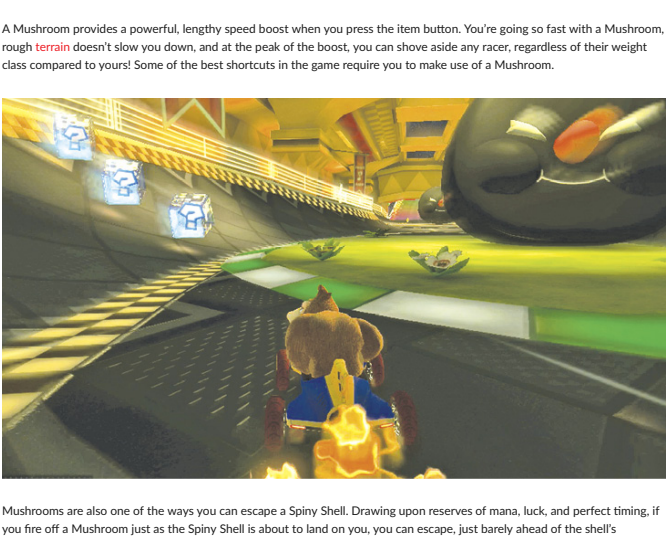
Be careful when you have the Crazy 8 equipped! Getting hit will cause you to drop all of your remaining items onto the track for others to collect. Additionally, the Bob-omb you carry can be triggered by items on the track or other racers while it spins around you. We recommend you get rid of it ASAP, especially if you're in the middle of the pack!

TACTICAL ITEMS

Tactical items are items that you can't equip for defense. Once you use them, they last until their effects wear off, and that is that. As such, you need to time the use of these items well, as they can greatly affect the outcome of a race!

MUSHROOM

A Mushroom provides a powerful, lengthy speed boost when you press the item button. You're going so fast with a Mushroom, rough terrain doesn't slow you down, and at the peak of the boost, you can shove aside any racer, regardless of their weight class compared to yours! Some of the best shortcuts in the game require you to make use of a Mushroom.

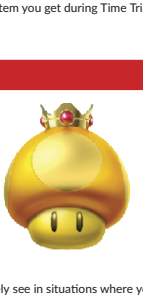


Mushrooms are also one of the ways you can escape a Spiny Shell. Drawing upon reserves of mana, luck, and perfect timing, if you fire off a Mushroom just as the Spiny Shell is about to land on you, you can escape, just barely ahead of the shell's detonation!

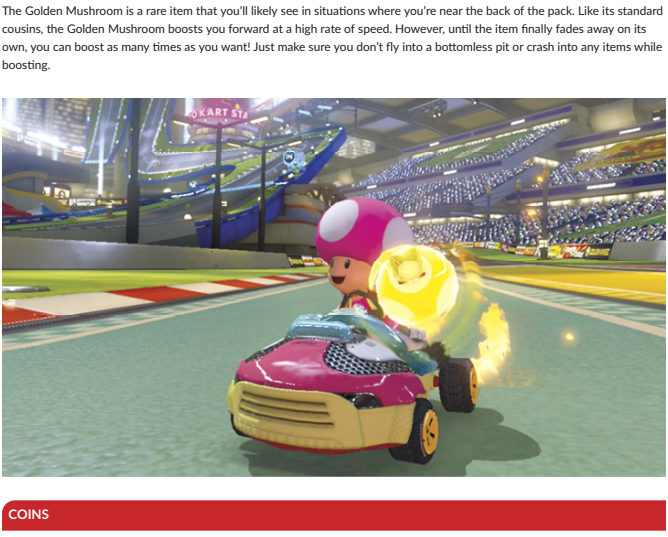
TRIPLE MUSHROOMS

Instead of one Mushroom, you get three. The effects are the same with each Mushroom used. If you need to use them to catch up with a rival, it's best to not fire them rapidly, and instead let the boost from one start to subside before triggering the next. The Triple Mushroom is notable for being the one item you get during Time Trials. In this game mode, you must use the Triple Mushroom wisely if you want to break records.

GOLDEN MUSHROOM



The Golden Mushroom is a rare item that you'll likely see in situations where you're near the back of the pack. Like its standard cousins, the Golden Mushroom boosts you forward at a high rate of speed. However, until the item finally fades away on its own, you can boost as many times as you want! Just make sure you don't fly into a bottomless pit or crash into any items while boosting.

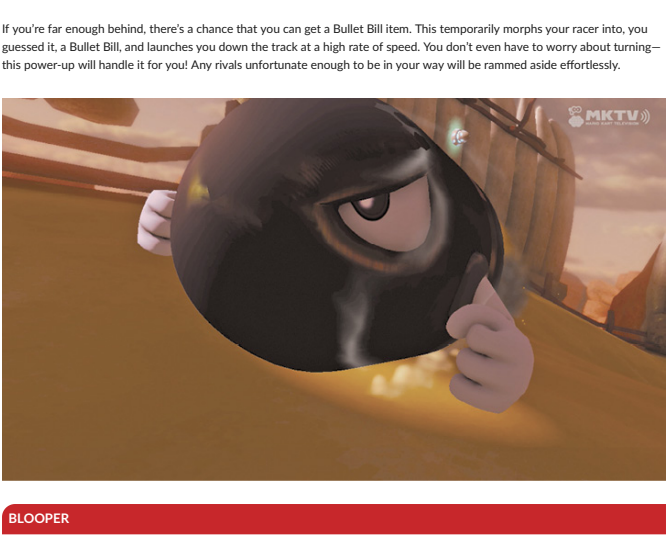


COINS

The Coin item allows you to add two Coins to your total. There are no defensive or offensive properties to this item whatsoever, but it can be useful if you're struggling to keep the Coins you're collecting off the track during an intense race!

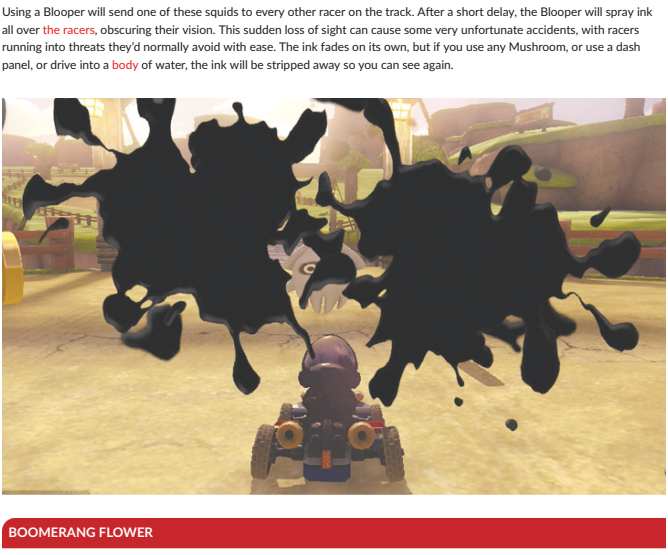
BULLET BILL

If you're far enough behind, there's a chance that you can get a Bullet Bill item. This temporarily morphs your racer into, you guessed it, a Bullet Bill, and launches you down the track at a high rate of speed. You don't even have to worry about turning—this power-up will handle it for you! Any rivals unfortunate enough to be in your way will be rammed aside effortlessly.



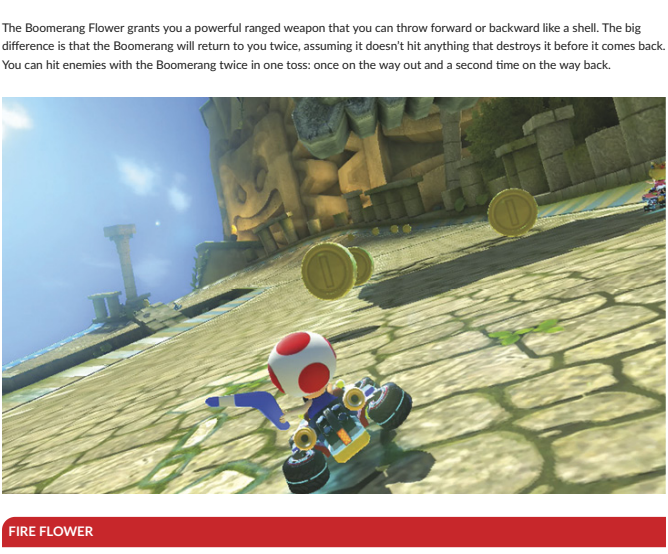
BLOOPER

Using a Blooper will send one of these squids to every other racer on the track. After a short delay, the Blooper will spray ink all over the racers, obscuring their vision. This sudden loss of sight can cause some very unfortunate accidents, with racers running into threats they'd normally avoid with ease. The ink fades on its own, but if you use any Mushroom, or use a dash panel, or drive into a body of water, the ink will be stripped away so you can see again.



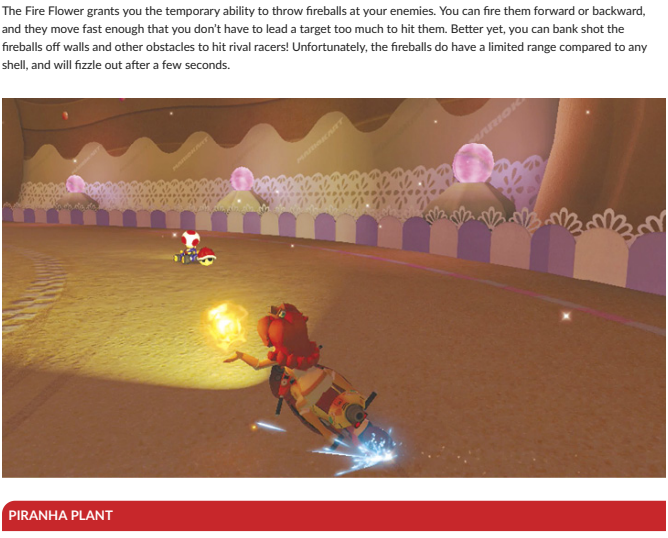
BOOMERANG FLOWER

The Boomerang Flower grants you a powerful ranged weapon that you can throw forward or backward like a shell. The big difference is that the Boomerang will return to you twice, assuming it doesn't hit anything that destroys it before it comes back. You can hit enemies with the Boomerang twice in one toss: once on the way out and a second time on the way back.



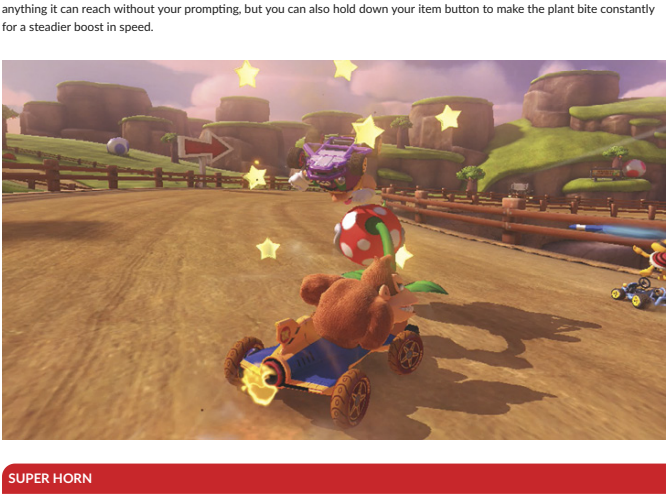
FIRE FLOWER

The Fire Flower grants you the temporary ability to throw fireballs at your enemies. You can fire them forward or backward, and they move fast enough that you don't have to lead a target too much to hit them. Better yet, you can bank shot the fireballs off walls and other obstacles to hit rival racers! Unfortunately, the fireballs do have a limited range compared to any shell, and will fizzle out after a few seconds.



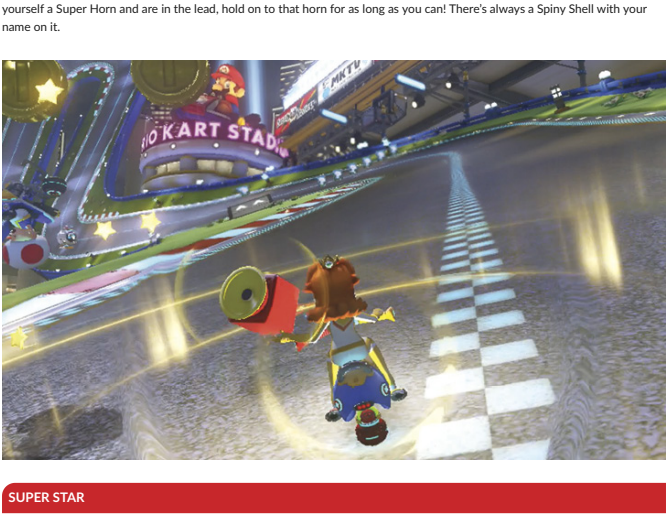
PIRANHA PLANT

Acting both as a speed increase and a weapon, the potted Piranha Plant bites at any items and racers in its path, even chomping down on Coins to add them to your total! With every bite, you get a small speed boost. The plant will attack anything it can reach without your prompting, but you can also hold down your item button to make the plant bite constantly for a steadier boost in speed.



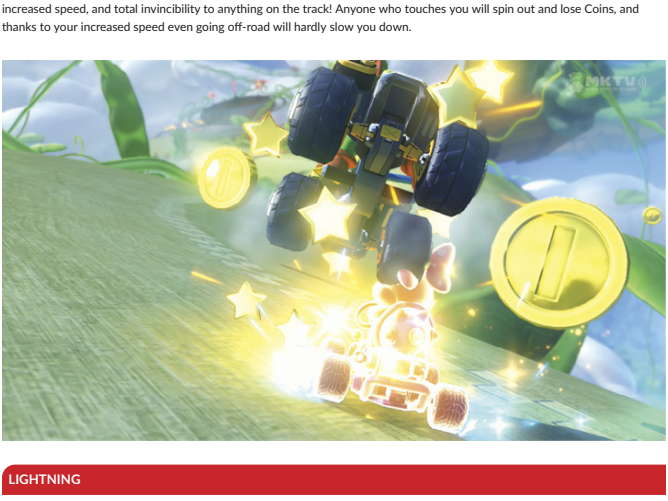
SUPER HORN

The rare Super Horn is one of the few items in the game that can outright stop a Spiny Shell from striking a race-ruining blow! Only capable of one blast, the Super Horn emits a very short-range shockwave all around you, blasting away any items that might be close to you, including those relentless Spiny Shells. Racers caught in range will also spin out. If you manage to get yourself a Super Horn and are in the lead, hold on to that horn for as long as you can! There's always a Spiny Shell with your name on it.



SUPER STAR

Super Stars tend to be granted to players near the back of the race pack. Using one gives you a short window of greatly increased speed, and total invincibility to anything on the track! Anyone who touches you will spin out and lose Coins, and thanks to your increased speed even going off-road will hardly slow you down.



LIGHTNING

This portable Lightning Bolt strikes every other racer on the course with a shrinking blast of electricity. The effects of being shrunk eventually wear off, but the user of this item can gain a few spots easily. Note that the higher in the ranks a racer is, the longer the Lightning effect will last.

If you've been shrunk by Lightning, don't get run over by other racers, as recovering from getting flattened takes time, costs you a lot of speed, and might even cost you the race!

SPINY SHELL

Responsible for sundered friendships and broken dreams of first place, the Spiny Shell has returned to once again be the bane of the front-runner! Once fired, a Spiny Shell streaks along the ground, batting aside anyone or anything unlucky enough to be in its way as it seeks out the first-place racer. When it gets close to its target, it pops up into the air before diving down to unleash an enormous blue explosion that tosses the intended victim into the air, and spins out anyone unfortunate enough to be caught in the blast.

The Spiny Shell, as problematic as it is, CAN be beaten! A well-timed Mushroom can send you out of harm's way as the shell begins its terminal dive. The Super Star shrugs off the blue menace. The Super Horn can shatter the Spiny Shell if it's in range. However, if you do not have any items, your only other option is to fall back to second place. If you do that early enough, the Spiny Shell will aim for the new first-place racer and ignore you!

FEATHER

New to *Mario Kart 8 Deluxe*, the Feather makes its return for the first time since the SNES! Available only in the revamped Battle Mode, using the Feather results in a spinning super jump that can avoid other cars and items on the ground, and pop balloons above an opposing motorist's head.

BOO

Also new to *Mario Kart 8 Deluxe*, when deployed, Boo will steal a random opponent's item, placing it in your possession. Spooky!

ITEM ROULETTE

When you first hit an Item Box, a roulette begins. You might be convinced that you can time pressing the item button to get a specific item you want, but that's not the case. The item you get is primarily determined by what position you are in. Each item that you can get has a certain percentage chance that it will be what the roulette awards you. However, some items you simply can't get while in certain places. First place isn't ever going to get a Bullet Bill or Super Star, while a racer in last place will see a greater chance at picking up those items. While it might be luck that you get a certain item, using what you have skillfully is what separates the newer *Mario Kart* player from the more experienced racers!

ITEM PROBABILITIES

The following charts show the likelihood of getting specific items for both players and computer racers in Grand Prix Mode. In VS Race, you can select special item settings that change what will be available.

> **NOTE**
>
> Your item probability is affected by the rank you are in when you hit the Item Box. You can hit an Item Box in first place, but if you fall back to fifth, you're still rolling for the item as though you were in first!

Item Rates Key	
■	Frequent
●	Somewhat frequent
▲	On occasion
X	Infrequent
	Doesn't appear

RATE ITEM PROBABILITIES

GRAND PRIX - PLAYER KART

	1st Place ⟵ Ranking ⟶ Last Place								
🍌	■	▲	▲						
🟢	●	▲	▲	▲					
🔴	X	●	●	▲	▲				
🍄	X	▲	▲	●	●	▲			
💣		▲	▲	X					
🦑				X	X				
🔵					X	X	X		
🍄🍄🍄			▲	■	■	■	●	▲	●
⭐					▲	●	●	●	●
🚀						▲	●	■	■
⚡						X	▲	▲	
🟡					▲	●	■	■	■
🔥		▲	▲	X					
🪴		▲	▲	X					
📯	X	X	X						
🪃		X	▲	▲					
🪙	■	▲	X						
🍌🍌🍌		▲	▲						
🟢🟢🟢		▲	▲	▲					
🔴🔴🔴		X	▲	▲					
8			X	X	X	X			
👻			X	▲	▲	X			

GRAND PRIX - COMPUTER KARTS

	1st Place ⟵ Ranking ⟶ Last Place								
🍌	●	▲	●	●	●	▲	▲	▲	
🟢	●	●	●	●	●	▲	▲	▲	
🔴	▲	■	●	▲	X				
🍄	▲	▲	▲	●	●	●	●	▲	●
💣		X	▲	▲					
🦑				X	X				
🔵					X	X			
🍄🍄🍄			▲	▲	●	■	■	●	■
⭐					▲	▲	●	●	●
🚀						▲	●	■	●
⚡						X	X	X	
🟡					▲	▲	●	●	●
🔥		X	▲	X					
🪴		▲	X	X					
📯	X	X							
🪃		X	▲	X					
🪙	■	▲	▲						
🍌🍌🍌	▲	▲	▲						
🟢🟢🟢		▲	▲	▲	X				
🔴🔴🔴									
8									
👻			X	▲	▲	X			

VS. RACE - PLAYER KART

	1st Place ⟵ Ranking ⟶ Last Place								
🍌	●	▲	X						
🟢	●	▲	▲	▲					
🔴	X	●	●	▲					
🍄		▲	●	●	▲				
💣		▲	▲						
🦑				X	▲				
🔵				X	X	X	X		
🍄🍄🍄		X	▲	■	■	■	●	●	●
⭐				▲	●	●	●	▲	●
🚀						▲	■	■	■
⚡					X	X	X	▲	
🟡					▲	●	■	■	■
🔥		▲	▲	X					
🪴		▲	▲						
📯	X	▲	X						
🪃		X	▲	X					
🪙	■	▲	X						
🍌🍌🍌		▲	▲						
🟢🟢🟢		▲	▲	▲					
🔴🔴🔴		X	▲	▲					
8			X	X	X				
👻			X	▲	▲	X			

VS. RACE - COMPUTER KARTS

	1st Place ⟵ Ranking ⟶ Last Place								
🍌	■	●	●	●	●	▲	▲	▲	
🟢	●	●	●	●	●	●	▲	▲	
🔴	▲	■	●	▲					
🍄		▲	▲	●	●	■	●	▲	●
💣		X	▲	▲					
🦑				▲	▲				
🔵					X	X			
🍄🍄🍄			▲	▲	●	●	●	●	■
⭐					▲	▲	●	●	●
🚀						▲	●	■	●
⚡						X	X	X	
🟡					▲	▲	●	●	●
🔥		X	▲	X					
🪴		▲	X	X					
📯	X	▲	X						
🪃		X	▲	X					
🪙	■	▲	▲	X					
🍌🍌🍌		▲	▲						
🟢🟢🟢		X	▲	▲	X				
🔴🔴🔴									
8									
👻			X	▲	▲	X			

VS. RACE - PLAYER KART (FRANTIC MODE)

	1st Place ⟵ Ranking ⟶ Last Place								
🍌	▲	X							
🟢	▲	X							
🔴	▲	●	▲						
🍄	▲	▲	▲	X					
💣		▲	▲						
🦑			X	▲					
🔵			X	▲	▲	X			
🍄🍄🍄		▲	▲	■	●	●	●	▲	●
⭐			▲	●	■	■	●	●	●
🚀					▲	●	■	■	■
⚡					X	X	▲	▲	
🟡				▲	●	●	■	■	■
🔥		▲	▲	X					
🪴		▲	▲	X					
📯	X	▲	▲	X					
🪃		▲	▲	X					
🪙	■	X							
🍌🍌🍌	▲	▲	▲						
🟢🟢🟢	▲	▲	▲	▲					
🔴🔴🔴		▲	▲	▲	▲				
8			X	▲	X	X			
👻			X	▲	▲	X			

VS. RACE - COMPUTER KARTS (FRANTIC MODE)

	1st Place ⟵ Ranking ⟶ Last Place								
🍌	●	▲	▲	▲	▲	▲	X	X	
🟢	●	▲	▲	▲	▲	▲	X	X	
🔴	▲	■	▲	▲					
🍄	▲	▲	▲	▲	▲	▲	▲	▲	▲
💣		▲	▲	▲					
🦑				▲	▲				
🔵				X	X	▲	X		
🍄🍄🍄		▲	●	●	●	●	●	▲	●
⭐			▲	▲	●	●	●	●	●
🚀					▲	●	●	■	■
⚡					X	X	X	X	
🟡				▲	●	●	●	■	■
🔥		▲	▲	X					
🪴		▲	▲	X					
📯	X	▲	X						
🪃		▲	▲	X					
🪙	■	▲							
🍌🍌🍌	▲	▲	▲	X					
🟢🟢🟢	▲	▲	▲	▲	X				
🔴🔴🔴									
8									
👻			X	▲	▲	X			